MESSIAH FORMULA 1 '98 STREET FIGHTER EX 2
SPYRO THE DRAGON CRASH 3 DRIVER SHAO LIN

issue thirty seven £2.95 printed in the UK BF 260

PLAY

The UK's Best Unofficial PLAYSTATION Magazine!

METAL GEAR SOLID

EXCLUSIVE! First blood! Konami leads our E3 exposé!

X-FILES

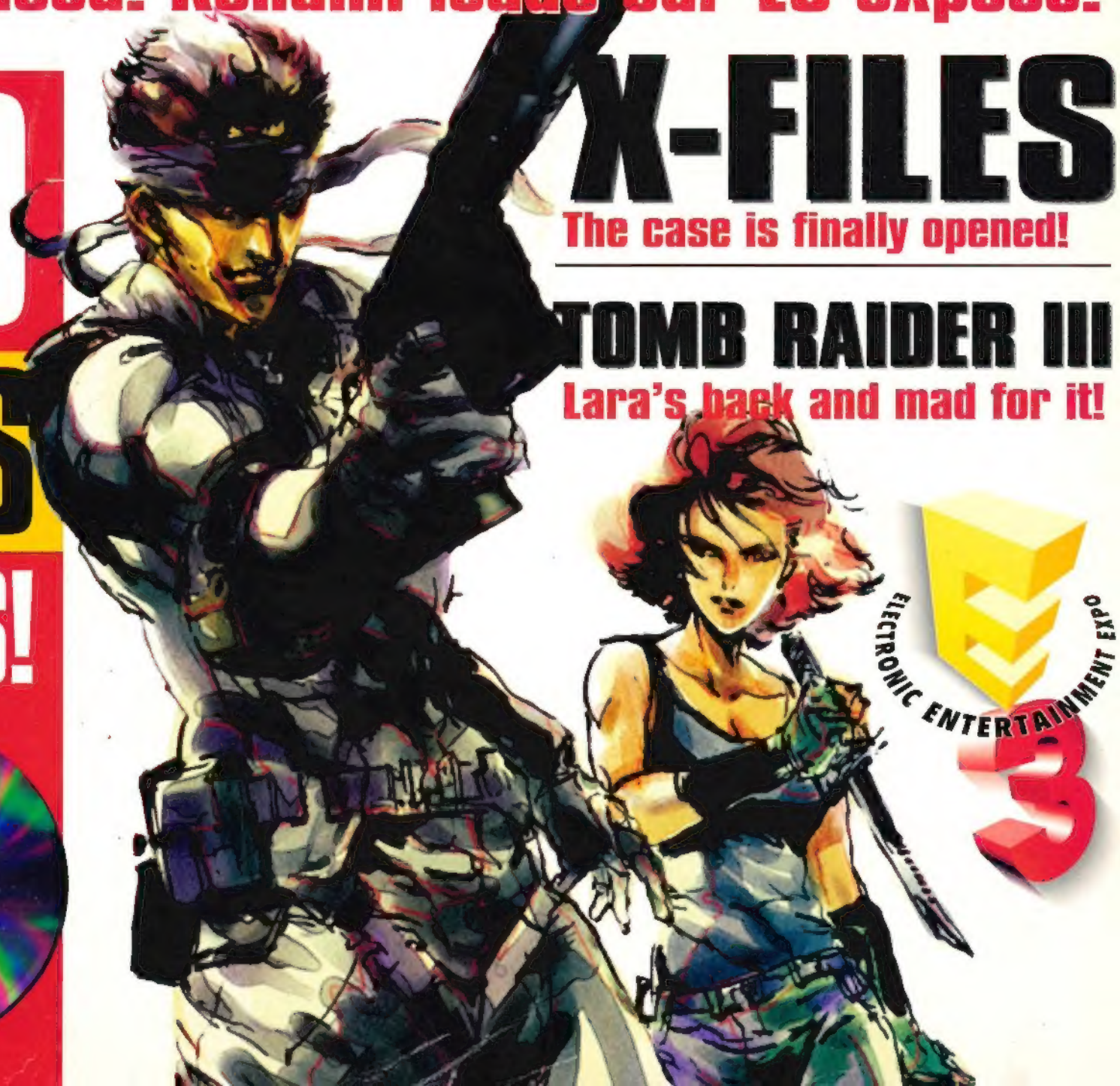
The case is finally opened!

TOMB RAIDER III

Lara's back and mad for it!

10,000 DEMO CDS UP FOR GRABS!

Yes! Get your playable *Colin McRae Rally* demo courtesy of Activision and PLAY!



LEARN TO FIGHT THE 'DEAD OR ALIVE' WAY!

Fig.△ I find the best way to deal with trouble is to *start* it.

Fig.○ This is one of my favourites, I call it the *Short Range Lariat.*

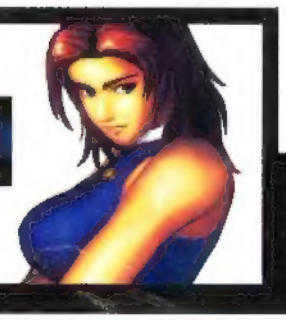
Fig.× A swift pivot kick into the danger area and—*voilà!*

Fig.□ *Observe.* One brained baddie spilled out on a tarmac grave.

TECMO

DEAD OR ALIVE™

COMPATIBLE DUAL SHOCK™



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DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

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10,000 COLIN MCRAE RALLY DEMOS UP FOR GRABS!

NO POSTAGE & PACKING REQUIRED!

To celebrate the impending launch of Codemasters' brilliant rally game, the first 10,000 PLAY readers who call the number below will receive an exclusive demo sent direct to their home.

Colin McRae Rally has proved itself as being the definitive PlayStation rally game. This month it went head-to-head with *Tommi Mäkinen Rally* and completely rammed it out of contention. Turn to page 38 for the full review if you don't believe us!

As you can tell from our extremely positive review, *Colin McRae Rally* is a bit special! Handling is exactly as you'd find on a real rally car, which makes it sensationally good fun to try and master, and you've got to hear the roar of that engine for yourself before you can really appreciate the incredible realism! And as though 48 widely varying tracks and extremely accurate car models were not enough, *CMR* has supreme TV-style replays and proficiency tests to rival the racing king, *Gran Turismo*. You really want to get playing it as soon as you can, and we can help you out there!

Normally you need to send a stamped, self addressed envelope to us and take pot luck in a random draw. Not this time. We at PLAY have created a number for you to call. Just call the number below, leave your name and address – and that's it. If you're one of the first 10,000 to ring in, a demo will arrive on your doorstep as soon as your details are received by Codemasters.

Please note that we have also included a cut-off message that will tell you if the 10,000 limit has been reached, so that you don't end up waiting for nothing. But you had better be quick because demand is going to be massive. Happy motoring rally fans!

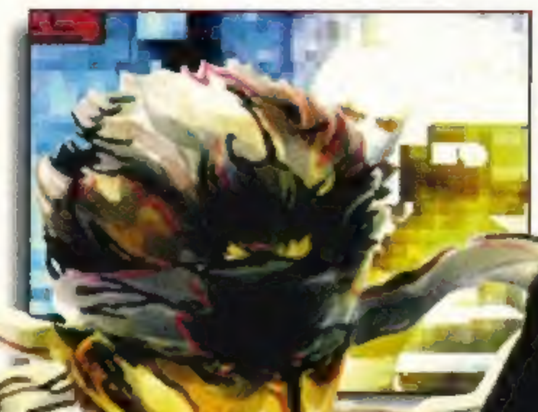
PLAY CLASSIC

RING THIS NUMBER NOW! FIRST 10,000 READERS GET THE DEMOS!

0896 110 3787*

*Calls cost £1 a minute. You will be asked to leave your name and address only. Please get permission from the payer of the phone bill before you call. Please allow up to 28 days for delivery. All demos will be dispatched by Activision.

METAL GEAR SOLID



5 WAYS TO CONTACT PLAY!

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E-mail: play@paragon.co.uk
Home page: http://www.paragon.co.uk/play/
Tel: (01202)299900
9-6pm weekdays only!

22 We've played it now and it's all true... *Metal Gear Solid* could be the game of the year! Turn to page 22 now to read about what we thought of it!

THE BIG GAME

10,000 COLIN McRAE RALLY DEMO CDS AVAILABLE

SEE PAGE 3 FOR DETAILS

REGULARS

WIRED 06
Do you want to know the latest goings on in the wonderful world of PlayStation? Wired is packed with new signings, release dates, first looks, overseas news and much, much more. Tune in now!

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Join the UK's best selling unofficial PlayStation magazine team and receive PLAY every month, with superb special deals available with £££s off the latest games. Give yourself (or a friend) a treat!

STATION MASTER 74
The very best solutions every month. Maps, cheats, tips and all your gaming queries answered by our team of experts.
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ARENA 86
This is where you get a chance to talk to the staff of the PLAY team and air your views to the entire PLAY readership. We want your opinions on the magazine and also the industry. The more controversial the better!

THE PLAYLIST 90
Reviews of every PlayStation game ever covered in PLAY, plus our Playback, recommended games, long term tests and much more. It's a hall of knowledge and it just keeps getting better. Just like us, really.

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The UK's Best Unofficial PLAYSTATION Magazine!

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Legacy Of Kain: Soul Reaver 31

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SPYRO THE DRAGON

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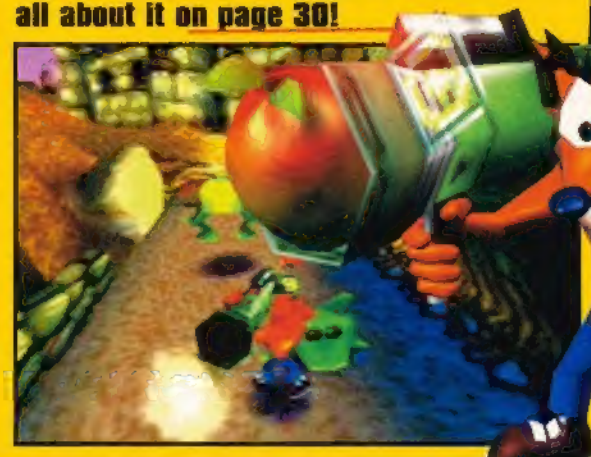
STREET FIGHTER EX2

36 If you thought the first b3-0 *Street Fighter* was cool, take a look at this!

EXCLUSIVE!

CRASH BANDICOOT 3

30 Crash is back in a new turbo-charged adventure. Crash must vanquish Cortex for good, and the only way to do that is to time travel. Read all about it on page 30!



MESSIAH

ABE'S EXODUS

WORKSTATIONS

Imminent blockbusters exposed...

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PLAYSTATION wired

TIRED, jet-lagged and severely hung-over from four days of festivities, I made it back from the E3 show in Atlanta alive... just.

My unhealthy state didn't matter one bit though because I was happy. Happy that we can expect the PlayStation to survive without evolving for at least another year and a half. Why? Simple, there's so much quality software piling up in the aisles ready to ambush the unsuspecting punters that are already muttering about PlayStation 2.

However, whilst the software was plentiful, I did notice a severe lack of 'killer' games, by which I mean games that every PlayStation owner would simply have to buy if they are to retain an ounce of credibility. Killer games are titles such as *Resident Evil 2*, *FFVII*, *Gran Turismo* and *Tekken 3* – and whilst all of these were at the show, we've already seen them before.

The only game that really shone was *Metal Gear Solid* from Konami which we're going to be covering quite a lot of from now until the autumn release. Honestly, seeing is believing. Anyway, you can catch the full show report starting on page 20. So I'll say no more.

■ Ryan Butt **Editor**

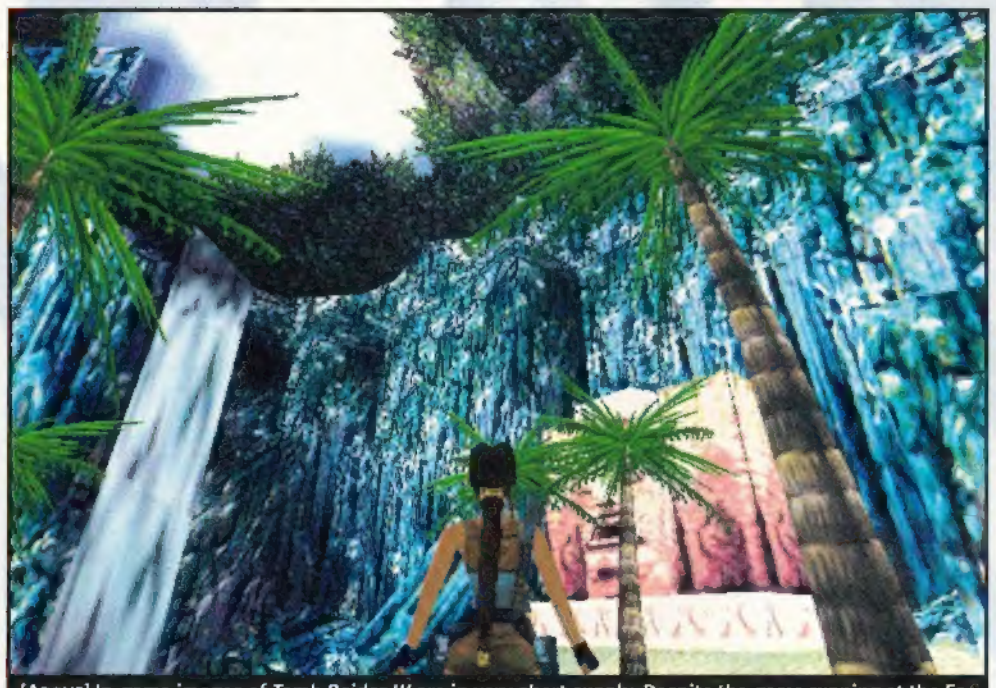
LARA CROFT RETURNS

TOMB RAIDER III WILL ARRIVE IN TIME FOR CHRISTMAS!

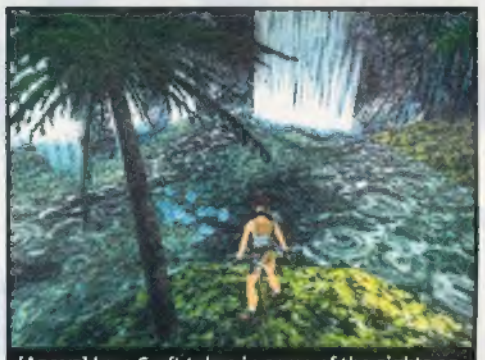
We all knew it was going to happen... we just had no idea it would happen so soon. That's right, despite word from Core hinting that Lara would enjoy a well-earned break after the success of *Tomb Raider II*, the adventurous heroine will be back in time for huge Christmas sales in another adventure. *Tomb Raider III: Adventures of Lara Croft* is scheduled for an October/November release and was up and running and on display at the recent E3 computer show in Atlanta. The game will be set against some familiar worldwide landmarks from the blistering deserts of India to the tranquillity of the South Pacific islands. Each location (four in total) presents a different adventure, and players will be able to choose the order in which they tackle them. Other key features include a revamped game engine that utilises a new triangular landscape system that allows for richer terrain detail, a new reflection system that shows enhanced transparencies and shadows plus an improved AI system to give Lara's enemies more clout.

Lara herself has a host of new moves including a speed dash to help her get out of tricky situations. The game will also be compatible with the new Dual Shock Analogue pad and boast high resolution graphics.

We have to admit that we weren't greatly impressed when we saw the early version running at the show. It struck us as being very similar to the last game and didn't seem to offer anything significantly different in terms of gameplay. It would be a great shame if Lara Croft – arguably the most prominent PlayStation figurehead – was to fall victim to overkill, but unless *Tomb Raider III* delivers and keeps the fans happy then the gaming public may start to take a dim view of any other sequels. It's still early days though and anything can happen between now and the autumn, we'll keep you posted on all the latest developments in forthcoming issues of PLAY. Until then, here are the first screenshots.



[ABOVE] In-game images of *Tomb Raider III* are in very short supply. Despite the game running at the E3 show, the only screenshots we could muster were these from the PC CD-ROM version.



[ABOVE] Lara Croft takes in some of the sights on an exotic Pacific island, one of four scenarios.

WIRED UP contents

FIRST F1 '98 PICS – 08
Work is already well underway on the *Formula One* update. We announce all the new features and proudly present the very first in-game screenshots.

ACTUA SOCCER 3 – 08
PLAY's US correspondent, Cat Bucannon grabs another exclusive by obtaining the first screenshots for *Actua Soccer 3*, due for release in September!

IT'S A FACT! After a series of delays due to Sony taking too long to test the game because of its complex content, *Premier Manager '98* will now be released on 3 July, with over 175,000 units being rolled out.

IT'S A FACT! In a bid to rush out *World Cup '98*, EA apparently made a blunder with the Scotland team. Most of the mug-shots were left out and instead the team consists of a load of Andy Gorams – the ex-goalie!

TOMB MOVIE READY TO ROLL

LARA SET TO MAKE SILVERSCREEN DEBUT

Speculation has been flying around the industry for ages now about a proposed *Tomb Raider film*, but now it has been confirmed as a definite reality.

Scheduled for a late 1999 release, *Tomb Raider: The Movie* was announced at the Licensing '98 International Show where Lara Croft herself (well, some wildly attractive woman dressed up like her) made a big impact at the Paramount/Viacom booth. It was Viacom Consumer Products, the licensing division for Paramount Pictures that made the long awaited announcement, although it still isn't known who will take the heroine's lead role.

Andrea Hein, president of Viacom Consumer Products commented: "Lara Croft and *Tomb Raider* have it all. This is a property filled with strong story lines, and which has had outstanding consumer response to the games and products associated with it. Lara's strong standing in pop culture and the talented production team signed to live-action feature show all the indications of *Tomb Raider* as a huge licensing hit!"

Strong standing in pop culture? Oh, that must mean that dodgy single that was released on the hush, what position did that get to again?

So just how well will a *Tomb Raider* film go down with her legion of fans that have previously forked out for the games? We went to town and picked a few Lara lovers from the streets of Bournemouth to offer their comments. Here are the startling results...

Colin McDonald (19) a student said: "Lara film? You must be joking. Having seen the balls up they made of the *Street Fighter* film, a *Tomb Raider* film is bound to be b******s!"

Paul Murphy (26) a bank clerk was equally as dismissive: "Don't make me laugh! I think her appeal is starting to wear thin, especially after the disappointing last game, so by the time this film comes out, folk are going to hate the bloody sight of her!"

In fact, only young James Parker (7) had anything positive to say: "Wow... a Lara film? That would be well ace! Me and my younger brother love Lara!"

So there you have it, opinion on the street says that a *Tomb Raider* film would be a huge mistake if Lara is to retain her credibility. We'll see.

[Above] It is easy to see why Lara Croft made such a huge impact at the Licensing show. If faced with the dilemma of chatting to some rug-wearing fat-cat or copping a gander at this beauty, we'd be gone!

[Above] See how people flock around the Paramount booth to catch a glimpse of Lara!

NOZIN' AROUND

Rumours we can't substantiate, whispers of secret projects, general snooping, that's what this regular column is all about – we'll do our utmost to find out all the juicy titbits that the Sony PlayStation has to offer.

Sony announced at the E3 show that it was going to officially license the **Gamester PSX Steering Wheel** as an PlayStation peripheral. However, it isn't yet known if this deal will stretch to Europe.

Gremlin is currently working on a new battle strategy game called **Pigs**. You will take command of a army of swines and outwit your opponents in a *Worms*-like scenario. Get this, you can even send in 'pigs of the night' to seduce your enemies and then hit them by surprise.

Tecmo is currently working on a string of titles to be released later in the year including **Tecmo Stackers, Tecmo's Deception II, Tecmo Super Bowl II** and even more bizarre, a horse racing game called **Gallop Racer**. We can barely contain our excitement.

Atlus is also stringing together a selection of games for the forthcoming months which include **Kartia** (an RPG/strategy game), **Brogandine** (ditto), **Trap Gunner** (*Spy Vs Spy* for the 90s apparently) and **Tactics Ogre** which is apparently going down very well in the good ol' US of A.

FFVIII – 09
The eagerly awaited sequel to the smash hit RPG is already underway. We publish the first early pictures of this killer game.

WIN STUFF! – 12
By entering our simple competitions, you could win yourself a £50 voucher to use in GAME or some groovy Gamester LMP rumble wheels and analogue pads.

SF APHA 3 – 14
Capcom announces its brand new addition to the long running Street Fighter beat-'em-up series. Here we reveal all the new characters!

ENTERTAINMENT USA

with Cat Bucannon

Regular monthly reports about the happening events in the land of the free from the PLAY American correspondent, Cat Bucannon. Each month, she will infiltrate secret meetings, and seduce corporate big-wigs for scorching exclusives!

Although not strictly American, this month I was lucky enough to see Gremlin's new line-up at the E3 show. The first game was **Actua Soccer 3**, which is looking awesome. The game will feature over 468 club teams and over 10,000 real-life players. It also uses a brand new engine with fully textured players, giving them a more realistic look. Expect a September release.

Actua Soccer 3 – New engine!

Actua Golf 3 – Putting good stuff!

The next game to come from Gremlin is the sequel to its popular golfing series, **Actua Golf 3**. It will feature eight new courses, and a brand new control system that is Dual Shock compatible and works a treat. If you look closely, there is also new wind effects on the flags and surrounding trees, giving the player a better feeling of being in the great outdoors. Again, this game is due in September.

Grolier Interactive also unveiled a few new titles at the E3 show, the first that caught my eye was **Dragonflight – Chronicles Of Pern**. Based on a novel by Anne McCaffrey, the game is a stunning RPG in which the characters from the book are brought to life in a 3-D environment complete with a history and a future. The game is in its very early stages and should be released some time in autumn.

Dragonflight – Takes flight in Autumn

Hard Corps – Fun in military tanks!

The other interesting game from Grolier is a 3-D arcade style blast-'em-up in which you get to roam around hazardous terrains in a tank. Set in the future, **Hard Corps** centres around a sport devised for TV whereby contestants enter a large sporting battlefield in their tanks and fight it out in head-to-head combat having first cloned themselves so they are never killed. It sounds bizarre and it is. Expect a winter release.

NEW FORMULA

FORMULA ONE '98 UNVEILED

Great news for motor racing fans... *Formula One '98* is well into development and is looking to be a corker!

Due for release in October, F1 '98 features all of the 1998 teams, cars and drivers, plus a whole host of new features that include car mirrors, trackside activity and a motion-captured cockpit view. We saw the game running in its infancy at the E3 show and the look of the thing has totally changed to feature more realistic car designs. The wheels are now closer to the chassis and although they look more like buggys, we are told that the axle lengths are identical to the real cars. The best new feature though is the four-player split-screen link-up mode that should enable some blistering races between friends. More next month.

[ABOVE] The programmers have sacrificed the more realistic-looking cars in favour of re-drawn ones that feature authentic axle lengths. As you can see, the wheels are closer together and more buggy-like.

[ABOVE] The different world courses look exactly as they would in real life.

[ABOVE] Different camera angles show every snatch of the frantic racing action.

PLASTIC CLOUDS

BANDAI RELEASE FFVII FIGURES

For the gamesplayer that has everything... *FFVII* figures! Bandai is set to release a set of plastic action figures based on the *FFVII* characters including Cloud, Aeris, Barret and Tifa. The figures will cost £7.99 each and will be available at all popular outlets from 6 July.

Each character comes complete with a set of accessories that include weapons and a base to stand them on. Unmissable we think!

[ABOVE] The Bandai *FFVII* action figures – yours for only £7.99, so what are you waiting for?

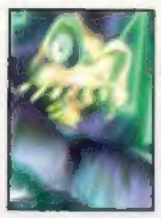
PLAYBOYS...

Every ship needs its rats to guess when the storm's coming. And here they are, the PLAY staff, complete with useless info!

Ryan Butt
If he was compared to a footballer, Ryan would undoubtedly be Gazza. Why? Because he can take training with a pinch of salt and get drunk.
ryan@paragon.co.uk

Graeme Nicholson
If he was compared to a footballer, Graeme would be Jimmy Hill. Why? Because he talks crap and probably hasn't kicked a ball in his life.
silencio@paragon.co.uk

Tom Sargent
If he was compared to a footballer, Tom would be Darren 'sick note' Anderton. Why? You can probably work that one out for yourselves!
tomsargent@paragon.co.uk



REVENGE OF THE GLOVE

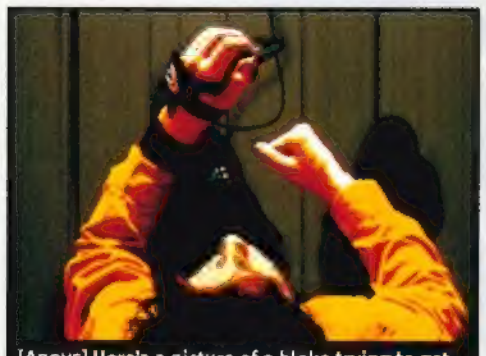
SONY SIGNS IT!

Do you remember The Glove? It was a dodgy peripheral that we reviewed many moons ago in PLAY. Admittedly, we never thought it would catch on... until Sony went and gave it the official PlayStation seal of approval!

The Glove from Reality Quest will now go on sale across UK stores from 10 July at £49.99. Ray Maguire, MD of Sony Computer Entertainment UK had this to say: "We are very excited about signing The Glove as a new official peripheral, it's a step forward in game control. The innovative technology helps gamers to further immerse themselves into the experience of PlayStation"

The Glove is said to be 100% compatible with every PlayStation game and is said to have been re-worked and improved since our damning review. We'll reserve judgement on that one though until we get our sweaty hands inside one of the 'new' models.

So, revolutionary innovative breakthrough in PlayStation controller technology, or over-priced aid for making one's wrist feel like concrete? You'll be able to decide for yourselves when The Glove hits UK outlets this month followed by a 'gloverly' advertising campaign.



[ABOVE] Here's a picture of a bloke trying to get to grips with The Glove.

FFVIII IN MOTION!

FIRST IN-GAME PICTURES OF SQUARE'S KILLER SEQUEL

Sony has confirmed that the next SquareSoft game to be released by the console giant is to be the eagerly awaited *Final Fantasy VIII*. Upon attending the E3 show, hopes were high that an early version of the game would be up and running. However, those eager for a glimpse of the new epic had to make do with a short snippet of rolling video footage... arse!

So what are the facts about Final *Fantasy VIII?* For a start, the US release (and therefore the first version with text you can read) has been confirmed for autumn 1999, after the winter 1998 Japanese roll-out. At a small press conference, president of Square, Tomoyuki Takechi, said that *FFVIII* was being developed specifically with a Western release in mind after the amazing success of *FFVII*. This influence can already be seen in the game's current state as rendered CGI story sequences and snippets of in-game battling reveal characters that are more anatomically correct, with longer limbs, smaller heads and smaller eyes than the previous game. Is this such a good idea when the quirky Japanese influence may be exactly what endeared so many to *Final Fantasy* in the past?

On the plus side, all characters are now texture mapped for extra detail, and your whole party is visible, not just central character Squall Leonhart, while you move from place to place. The world will first be able to play *Final Fantasy VIII* when Square's next game, *Brave Fencer Musashiden*, is released in Japan on 16 July. The game will be packaged with a *FFVIII* disc, containing a playable demo and a scene-setting FMV sequence, so reserve your copy now!

So those are the facts. The only unconfirmed rumour is that *FFVIII* uses an advanced version of the *Parasite Eve* game engine, which wouldn't be bad at all. Oh, and when character designer Tetsuya Nomura was asked what the theme of the game was, he replied, "Love."

It is 'all you need' after all!

We'll have more news on this monster game next month.

[ABOVE] This is the new star of the show, Squall Leonhart. As you can see, he is a far cry from the super-deformed Cloud. He also holds a pretty mean weapon as well – a kind of gun/sword device!

[ABOVE] As you can see, the characters have been totally re-drawn and are now more life-like.

[ABOVE] Plenty of character interaction will occur as the dramatic story unfolds.

[ABOVE] The game will feature a whole host of new dynamic beasts to do battle with.

[ABOVE] Dazzling special effects will make *FFVIII* stand out as being a masterpiece.

JAP'S EYE

ALL THE LATEST GAMING NEWS FROM JAPAN, THE HOME OF THE PLAYSTATION!

Regular monthly reports about the happening events in the land of the rising sun from the PLAY Japanese correspondent, Shintaro Kanaoya. Shintaro is at the heart of the happening PlayStation scene and has his finger constantly on the pulse of where the action is. If it's big in Japan, our man Shintaro will already have the T-Shirt!

Huam is set to release a new trucking game called **Dekotora**, focusing on Japanese truckers and their tradition of extravagantly decorating their trailers. In an authentic 'Convoy' scenario you assume the role of a cross country trucker who takes part in a multitude of races to make wads of the folding stuff. This way you can add even more excessive decor to your truck and, er, look better. It is a racing game, honest!

Dekotora – Roll that truckin' convoy!

RE2 – Now more 'shocking' than ever!

Following a recent press conference, it was announced by Capcom Japan that **Resident Evil 2**, will be released with a host of added features that take advantage of the Dual Shock Controller. Expect to see a range of feedback effects to simulate recoil from guns, zombie attacks, breaking glass and many others. There is no news as yet though whether this version will be released in Europe.

Takara takes its popular super deformed vehicle franchise one step further and lands it straight in the drink with **Choro Q Marine Boat**. The game features over 140 boats from yachts to submarines and even battleships are obtainable by winning races. Each vessel can be equipped with weapons to sink adversaries during the frantic water races and by finding stone tablets, extra courses can be opened. Sounds good ya!

Choro Q Marine Boat – Mad!

Double Cast – Big eyed girls!

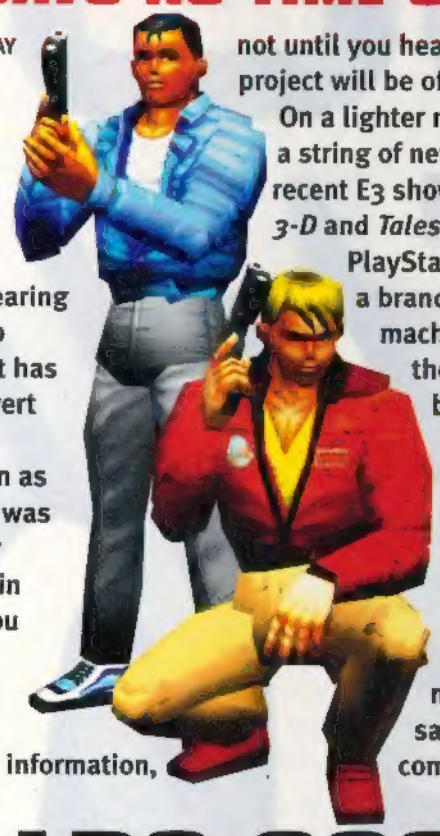
The biggest new craze has been over SCEI's **Double Cast**, an extremely clever bit of software that has been described best as a truly interactive anime. The central character is a typical pool-eyed girl, but she has amnesia and after finding a grave stone with her name on it, it's over to you to discover her past. It's *The Long Kiss Goodnight* meets *Bubblegum Crisis*! Great fun to watch.

OUT NOW... *Guide To World Cup 98* (ISBN 1-873650-33-7) is now available from all good newsagents priced just £3.95. Packed with profiles, players and pictures, it's the ultimate souvenir to the biggest sporting event of the year. Get your copy now!

BAD TIMING

NAMCO SAYS NO TIME CRISIS 2!

This month, PLAY adopts a humble tone and sends a big apology to Namco for us incorrectly announcing that *Time Crisis 2* would be appearing on PlayStation. Namco wishes to stress that it has made no plans to convert the smash hit coin-op machine to PlayStation as yet, despite what PLAY was led to believe by other sources that will remain nameless. So, to all you eager perp-blasting heroes out there, please stop ringing Namco's UK offices for information, not until you hear from us that the project will be officially going ahead.



On a lighter note, Namco unveiled a string of new projects at the recent E3 show including *Pac-Man 3-D* and *Tales Of Destiny* on PlayStation. There was also a brand new coin-op machine – the sequel to the weapons-based beat-'em-up, *Soul Blade*. It is called *Soul Calibur* and features several new characters as well as a load of old ones. We'll have more on this next month, but we won't say just yet if it is coming to PlayStation!

RONALDO SCORES!

BRAZILIAN GOD COMES TO PLAYSTATION

French software publisher, Infogrames has signed a deal with Brazil and Inter Milan soccer legend, Ronaldo, to develop a series of interactive soccer games for the PlayStation.

The signing of Ronaldo represents one of the most highly prized licensing deals ever, such is Ronaldo's current world-wide popularity. The first game to be graced with his presence will arrive as soon as the end of the year. Ronaldo himself commented: "The chance to play a key role in the design of an interactive soccer product for kids has been a personal goal." Bless him.

[ABOVE] Ronaldo – a truly terrifying bloke... but only if you're a professional defender!

ON THE RACK PAL

PAL conversions about to hit the shelves and how they match up to their Japanese originals...

TOMBI

This was reviewed a while ago on import under the name of Tomba. However, with the introduction of English text, this light-hearted adventure becomes instantly more enjoyable. It presents a decent enough challenge as well so by all means take a look.

OUT NOW... *Gran Turismo Secrets, Strategies & Solutions*, a monster racing guide featuring over 200 action-packed pages dedicated to the hottest racing games around including *Gran Turismo*, *F1'97*, *Need For Speed 2 & 3*, *Rage Racer*, *V-Rally* and *TOCA*!

OUT NOW... Hitting the shelves on July 7th, *PowerStation* 24 features top guides for Vigilante 8, Dead Or Alive, and Kula World. Plus thousands of cheats, a walkthrough for Alundra, complete Men In Black guide, and plenty of Platinum game guides. You'd be a fool to miss it!

APOCALYPSE NOW

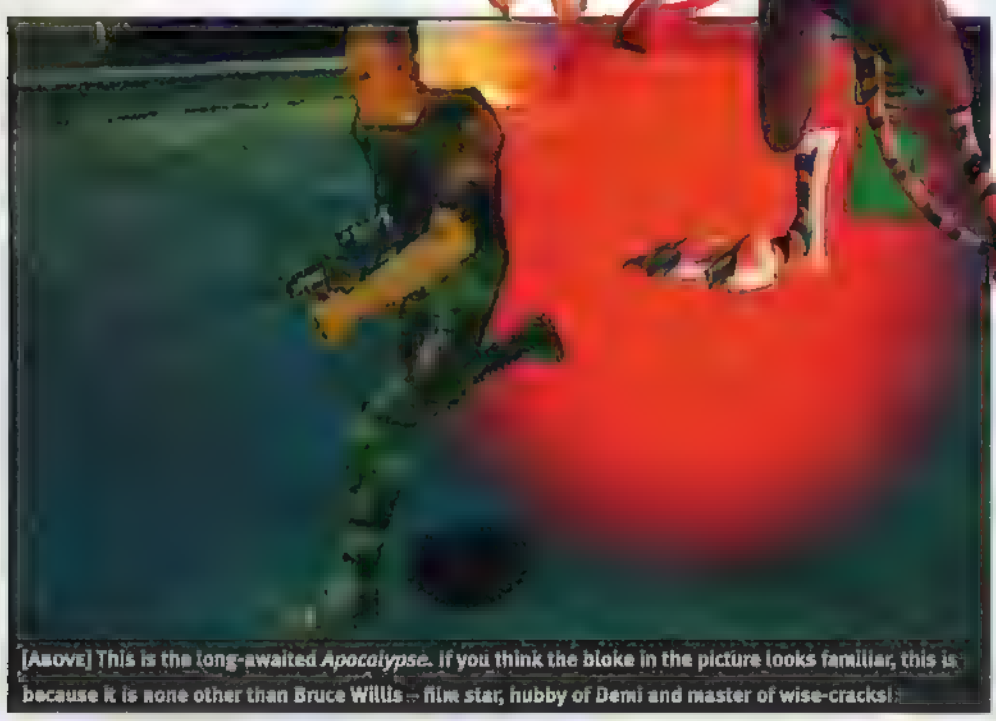
ACTIVISION ANNOUNCE NEW SOFTWARE LINE-UP

Boasting quite a heavy presence at the E3 show was Activision with a huge stand and plenty of products and props on display.

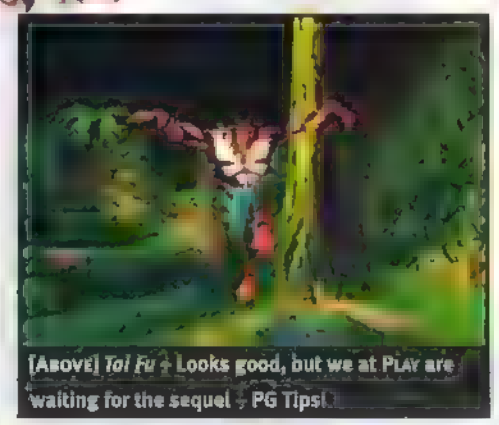
As well as *Vigilante 8* (complete with a huge bus-sized, er, bus), *Tenchu* and *Asteroids* (an update of the old classic) there were a selection of curious titles that we'd never had the chance to see running before. The first was *Apocalypse* – the game starring Bruce Willis (who sadly wasn't present at the stand to offer witty wise-cracks). We previously thought that this game was scrapped due to the similarities with ASC Games' *One*, but since undergoing a bit of a re-design (Willis has been promoted from co-star to lead role), the game is finally up and running, it isn't half bad either!

Next up was the hilariously titled *Tai Fu* – a 3-D beat-'em-up in a similar vein to *Fighting Force*. You control a man-tiger hybrid with a wealth of combat moves with which to duff-up enemies. The game looks very tidy indeed and will be released over here some time in the Autumn.

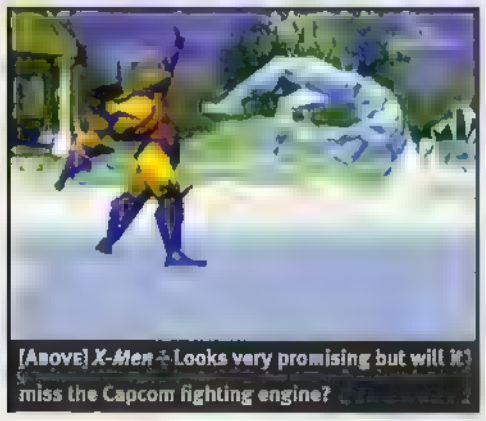
Rounding off the stand was *X-Men*, another fighting game, this time similar to the *Tekken* and *Street Fighter* games. This was in the very early stages of development though. More news soon.



[ABOVE] This is the long-awaited *Apocalypse*. If you think the bloke in the picture looks familiar, this is because it is none other than Bruce Willis – film star, hubby of Demi and master of wise-cracks!

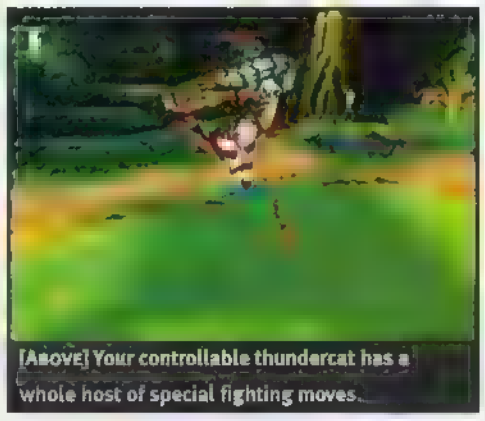


[ABOVE] *Tai Fu* – Looks good, but we at PLAY are waiting for the sequel – PG Tips!



[ABOVE] *X-Men* – Looks very promising but will it miss the Capcom fighting engine?

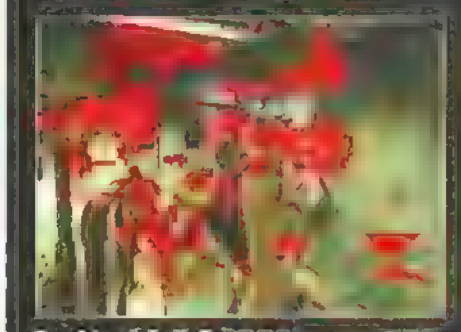
[ABOVE] Wolverine always was the 'ardest out of all those poncy X-Men!



[ABOVE] Your controllable thundercat has a whole host of special fighting moves.

PLAY CLASSIC RECOMMENDS

Tekken 3 [97% PLAY 34]
The best beat-'em-up around!



Resident Evil 2 [96% PLAY 32]
Extraordinary gore-fest. Superb

Gex 3D [92% PLAY 33]
State-of-the-art platformer

Gran Turismo [97% PLAY 31]
Next generation racing, now

World League Soccer [90% PLAY 35] Top footie perfection!

DEAD OR ALIVE

We thought this was a corking fighting game when it arrived on import, admittedly right behind Tekken 3. It runs in high-res and features loads of buxom beauties bouncing about. The good news is that a PAL version is just as fast and spectacular. Buy it now.

SPICE WORLD

At long last this game (if you can call it a game) finally arrives. Sadly, one of the girls had changed her hair and another has jumped ship since this was made. But what the hell, it's the Spice Girls and must be good right? Turn to page 66 to find out what we think!

ON THE CARDS

Here's what's been jamming up the memory cards in the PLAY office this month, if you're interested...

FIFTH ELEMENT

If you thought Lara Croft was a babe, wait until you play this game and get a load of Leeloo in this game. Apart from wearing sod-all, she's got her own sexy walk. We've play playing her a lot!

RESIDENT EVIL 2

Here's that elusive Hunk data! We only put this in just to be smug, especially as so many of you haven't got him yet. The big question now is whether we can get Tofu's data for next month.

WLS

Ryan's been playing through his season with Blackburn Rovers and is threatening to do the doubles. His leading scorer is one R. Butt, wouldn't it be a pity if this got wiped!

CHARTS

In association with GAME

Pos	Game	Developer	Publisher	Score
1.	World Cup 98	EA Sports	EA	89%
2.	Gran Turismo	Sony of Japan	Sony	97%
3.	Resident Evil 2	Capcom	Virgin	96%
4.	Alundra	Psygnosis	Psygnosis	86%
5.	World League Soccer	Silicon Dreams	Eidos	90%
6.	WCW Nitro	THQ	THQ	80%
7.	Men In Black	Gremlin	Gremlin	35%
8.	Three Lions	Z-Axis	Take 2	80%
9.	Grand Theft Auto	DMA	BMG	88%
10.	Vigilante 8	Luxoflux	Activision	94%

READERS' MOST WANTED

VOTED BY THE PLAY READERS BY FAX, E-MAIL OR LETTER...

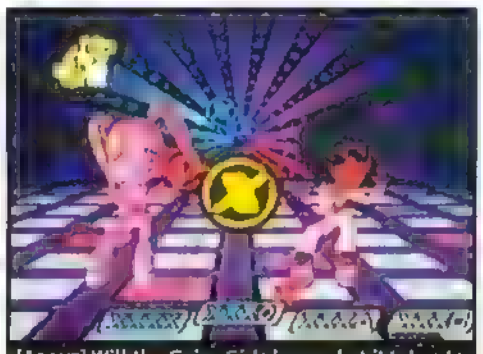
Pos	Game	Developer	Publisher
1.	Metal Gear Solid	Konami	Konami
2.	Spyro The Dragon	Sony	Sony
3.	Tomb Raider 3	Core	Core
4.	Messiah	Shiny	Interplay
5.	Premier Manager '98	Gremlin	Gremlin

PREDICT THE TOP 3

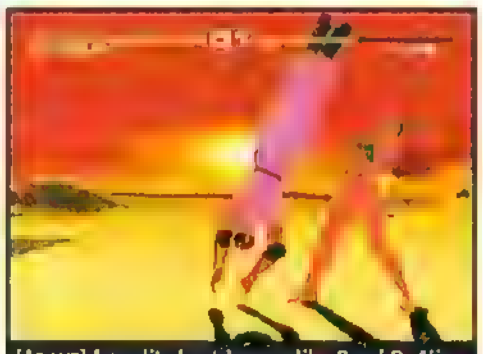
AND WIN YOURSELF A £50 VOUCHER AT GAME!

That's right, by donning a stupid expression of constipation and trying to predict next month's Top Three PlayStation games in the GAME chart printed above, you could win a voucher for £50 to spend in any GAME store on games, peripherals, 16 copies of PLAY... erm, anything you like in fact. All you have to do is use your cunning and try to predict next month's smash hits, send then off to us very quickly and wait until we print the GAME charts in the next issue to see if you were right. What could possibly be easier?

The only problem is that you'll have to be quick because the next issue will be practically finished by the time this one goes on sale. So if you fancy a go, scribble you top three on a sealed envelope or postcard and send them to the usual address by 11 August. Right, get predicting.



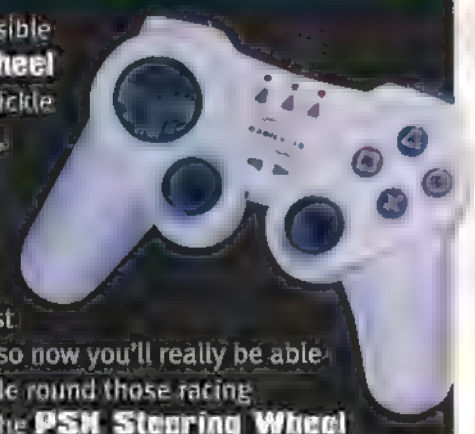
[ABOVE] Will the *Spice Girls* have what it takes to break into the top ten video game charts?



[ABOVE] A quality beat-'em-up like *Dead Or Alive* is bound to get in there isn't it?

RUMBLE RACER!

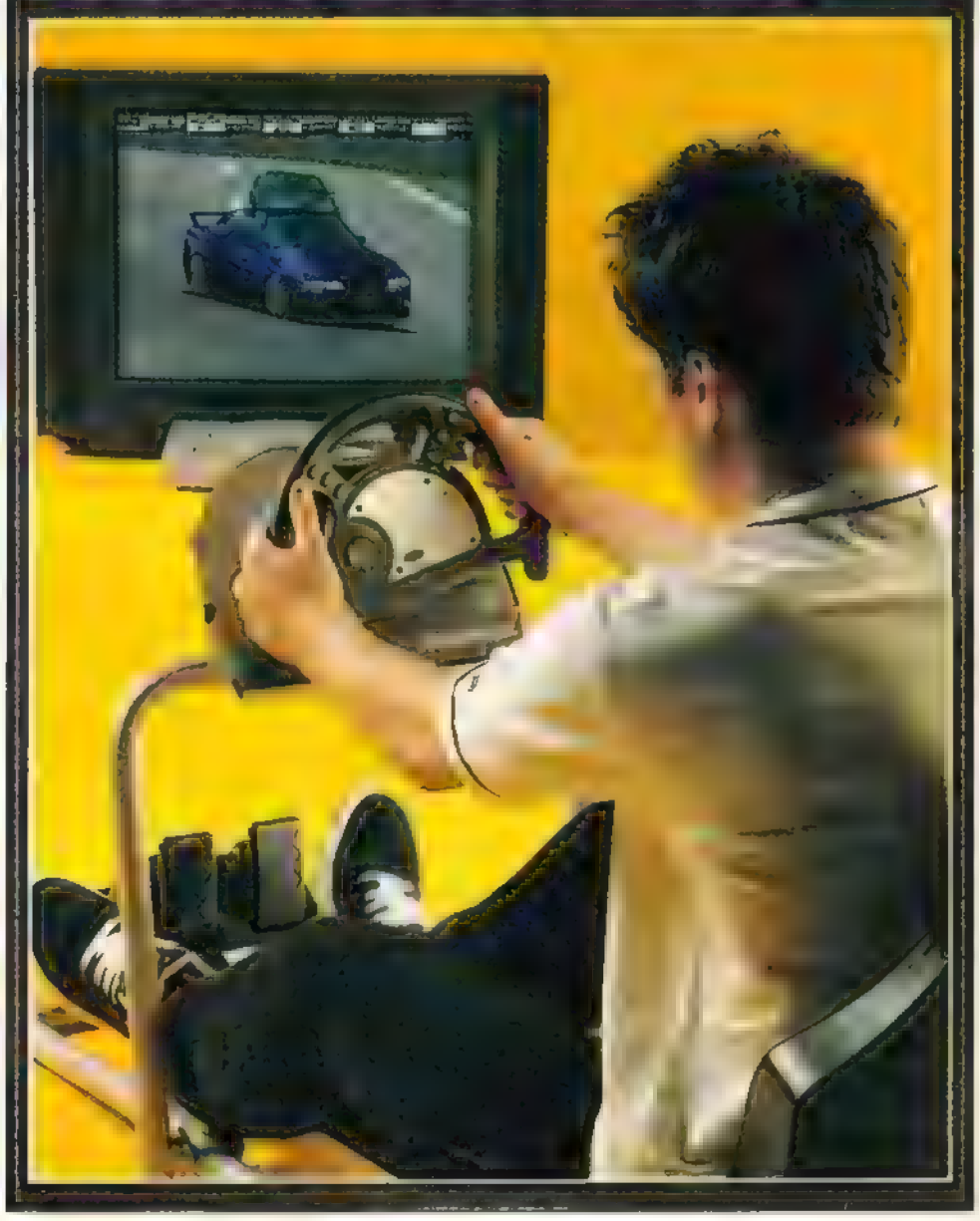
WIN THE VERY LATEST PLAYSTATION PERIPHERALS!



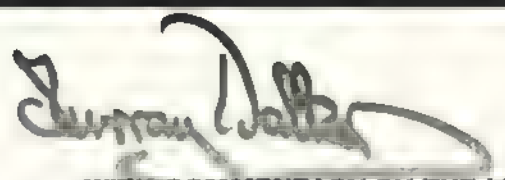
Gamester LMP, the company responsible for the best-selling **PSX Steering Wheel** has unveiled some hot new products to tickle your fancy. If you read last month's issue, you would have noticed our favourable review of the **Gamester Dual Analogue** controller – the best third party Dual Analogue pad on the market. This month the company releases the first ever PlayStation rumble steering wheel, so now you'll really be able to feel every bump and grind as you hurtle round those racing circuits. You can catch the full review of the **PSX Steering Wheel With Rumble Force** on page 94. But for now, we have teamed up with Gamester LMP to offer five lucky readers the chance to win a Dual Analogue pad and a rumble wheel. All you have to do is answer the question below and send your answer along with your name and address to: **Rumble Racer Competition, PLAY MAGAZINE, Paragon House, St Peter's Road, Bournemouth, BH1 2JS.** All answers must arrive by 1 September, 1998

Question: Rumble In The Bronx is a high-powered karate-kicking action movie starring which martial arts expert?

A. Bruce Lee B. Jackie Chan C. Chuck Norris



...with the classic Formula 1 experience, available now for £19.99 on Platinum.



WITH COMMENTARY BY THE LEGENDARY
MURRAY WALKER, GET YOUR COPY BEFORE THEY ALL GO.

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VIDEO GAME NUTTAZ

Do you class yourself as being a video game nut? Is there anything you wouldn't do in the name of your favourite video game? If so how far does your morbid fascination stretch? The address to send your nutty info to is: Video Game Nuttaz, Play Magazine, Paragon House, St Peter's Road, Bournemouth BH1 2JF. Remember, the star of the show, could be you!

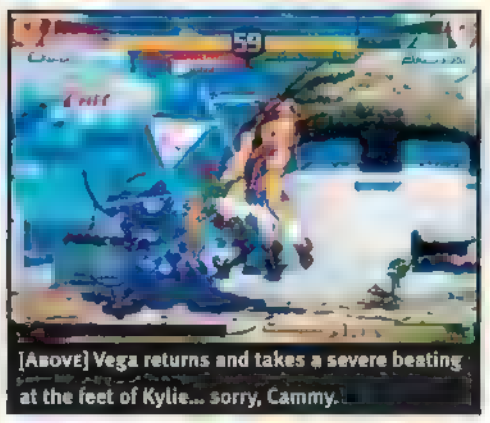
The first official 'Video Game Nuttaz' accolade goes to the Ware family from Radstock. Being avid *Mortal Kombat* fans, they decided to name their newborn baby girl Kitana – after the fan-waving loony from the beat-'em-up classic. Baby Kitana was born on 6 September 1997 in Bath (of course, their winning had nothing to do with the fact that our Editor was born in the same place!)

ALPHABET STREET

NEW 2-D STREET FIGHTER GAME!

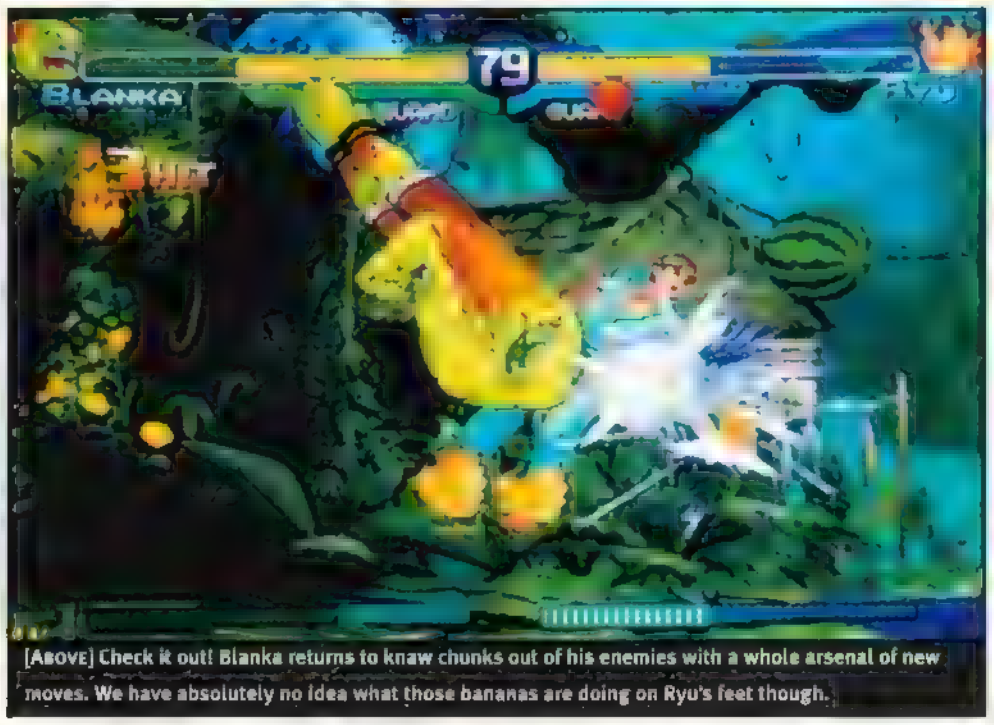
Capcom continues to churn out a host of new fighting games, the lastest to be announced is *Street Fighter Alpha 3*.

The game is being developed alongside *Street Fighter EX 2* (see page 36) and will hit the PlayStation later in the year. The only concrete facts we know about it so far is that it will feature 25 different characters with a load of oldies including Blanka, Honda, and masked claw-man, Vega. New characters will also enter the frey including two women called Karin and R. Mika and a bloke called Cody. Full report next month.



[Above] Vega returns and takes a severe beating at the feet of Kylie... sorry, Cammy.

[Above] Honda is back as well, as is his hundred-hand slap that pummels opponents.



[Above] Check it out! Blanka returns to knaw chunks out of his enemies with a whole arsenal of new moves. We have absolutely no idea what those bananas are doing on Ryu's feet though.

POCKET INVADERS

NEW KEY CHAINS!

Ah... *Space Invaders* – the game that truly paved the way for today's computer game obsession! Guess what – it's back with a vengeance thanks to Bandai and its amazing miniature keychains.

The makers of that craze known as the Tamagotchi has come up with a brand new distraction to irritate parents and infuriate teachers... the pocket sized Space Invaders game. Available for only £7.99, the pocket Space Invaders game recreates all those early video game thrills that the original generated all those years ago and makes an excellent toy to play with on the loo!

Also available in a similar format is *Tetris* and *Anaconda*, and we've got three sets to give away if you can answer this easy question: What is the name of Bandai's first virtual pet?

Answers to the usual address by 1 September 1998.

[Above] Fancy getting your paws on these fab handhelds? Enter our compo then...

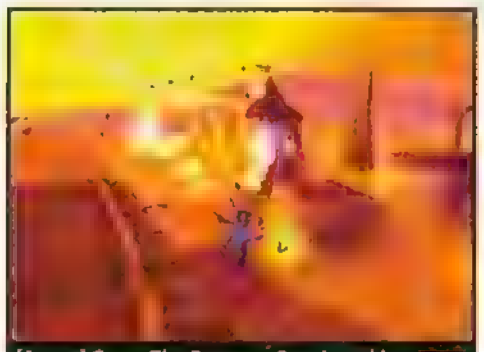
SONY'S DATING GAME

NEW RELEASE DATES ANNOUNCED!

During our stint at the E3 show, we managed to rob a new release schedule from Sony that is packed with tasty titles right up until the end of the year. Here is the complete list of delights included therein...

August: *Point Blank, Fluid, Blasto, Bomberman World.*
September: *Tekken 3* (yee-ha!), *Wild Arms, The Fifth Element, The X-Files.*
October: *Medievil, NFL Extreme, Zero Divide 2.*
November: *Spyro The Dragon, Bust-A-Groove.*
December: *Crash Bandicoot 3: Warped, Cool Boarders 3.*

Something in there for everyone, we're sure you'll agree!



[Above] *Spyro The Dragon* – Sony's corking platformer is definitely one to watch out for.

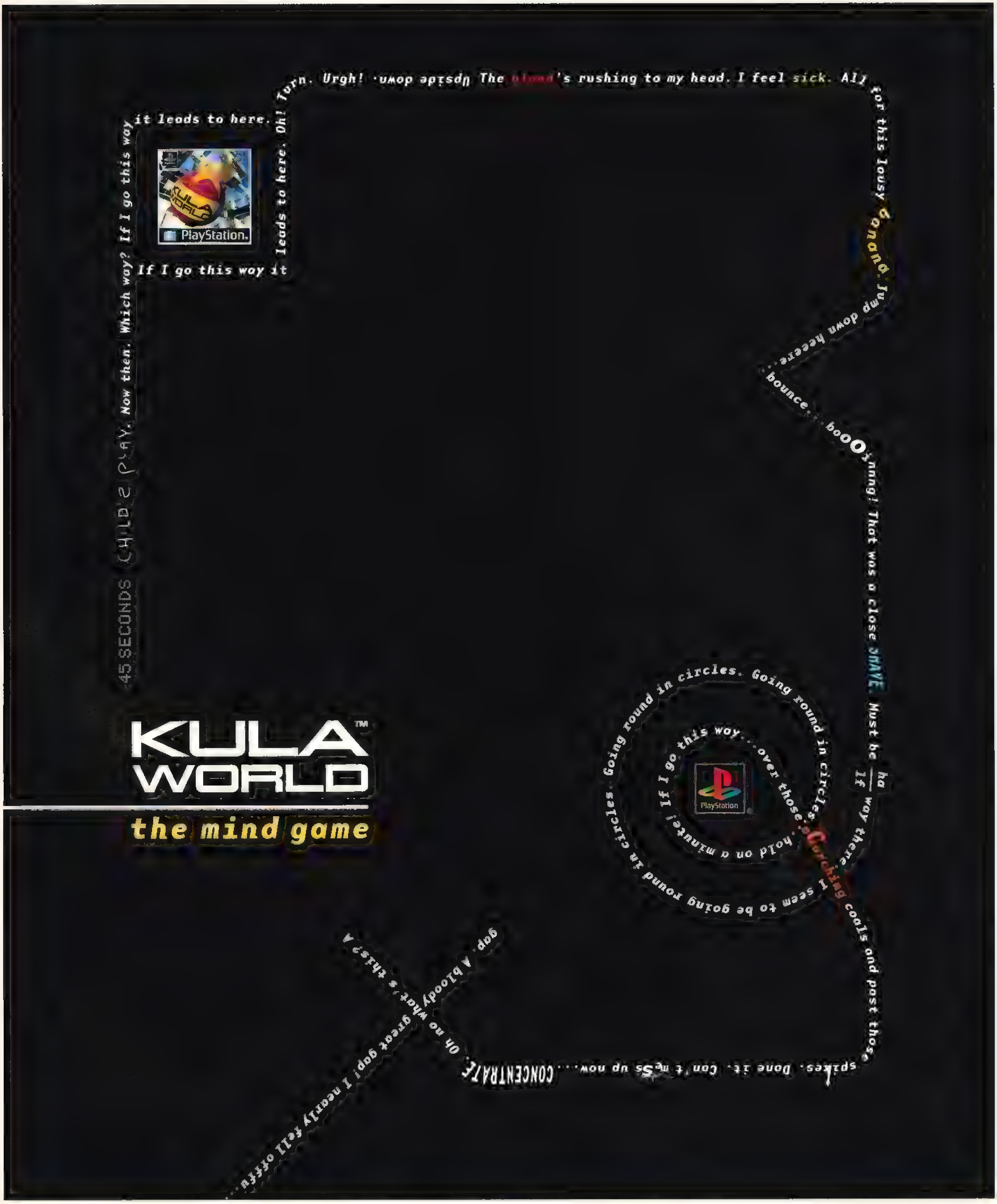
THOSE RELEASE DATES IN FULL

All these games should be out on the shelves within the next month.

July 1998
Treasures Of The Deep (Sony)
Dead Or Alive (Sony)
Kula World (Sony)
Tombi (Sony)
Ghost In The Shell (Sony)
Pet In TV (Sony)
War Games (EA)
Atari Greatest Hits 2 (GT)
Batman & Robin (Acclaim)
N20 (Gremlin)
Crime Killer (Interplay)
Colin McRae Rally (Codemasters)
Wreckin Crew (Telstar)
Premier Manager '98 (Gremlin)
Vigilante 8 (Activision)

AND THE SLIPPERS...

Game	Publisher	Was	Now
Small Soldiers	EA	September	October
Heart of Darkness	Ocean	1996	July



Kula World ©1997 Sony Computer Entertainment Europe (A division of Sony Electronic Publishing Ltd) 1997 Developed by Game Design Sweden All rights reserved Published by Sony Computer Entertainment Europe. "[PlayStation logo]" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc RRP £34 99

TEE OFF WITH PLAY!

WIN A COMPLETE SET OF SLAZENGER GOLF CLUBS AND A COPY OF *EVERYBODY'S GOLF!*

If golf's your bag (sorry) then you probably already know all about Sony's new *Everybody's Golf* game. You'll probably know how it makes golfing fun on the PlayStation with its arcade-like interface and super deformed characters, not to mention innovative putting greens. In fact, we liked it so much that we awarded it 85% in last month's issue!

We're giving golf fans the chance to win a complete set of Irons and Woods from Slazenger's custom fit service!

That's right, the lucky winner of this competition will be whisked away courtesy of Sony Computer Entertainment UK by train to Slazenger's headquarters in Wakefield, West Yorkshire at a convenient time during the summer. When they arrive at the destination, Slazenger will 'fit them up' and then tailor make the clubs to the winner's exact requirements, then supply the clubs direct to their home at a later date. As if that wasn't enough, a brand new copy of the game, *Everybody's Golf*, will also be chucked in!

"Slazenger. Unsurpassed the world over and only available at On-Course Golf Shops"

So as not to disappoint too many 'close, but no cigar' hopefuls, Sony and Slazenger is also giving away ten runners-up prizes of a set of three Slazenger Tour Calibre Golf Balls and a copy of *Everybody's Golf*.

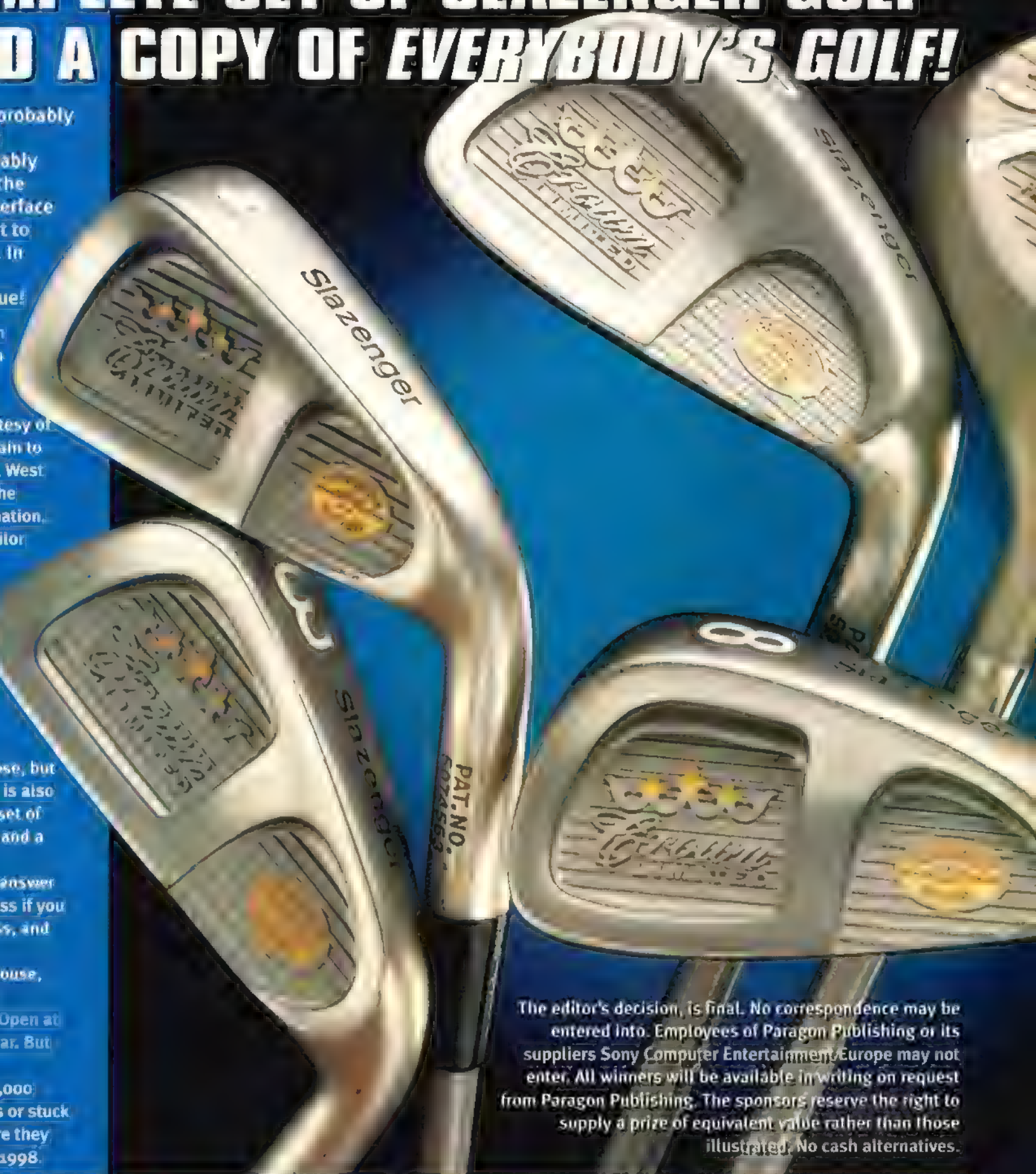
To be in with a winning putt, simply answer the following question, or hazard a guess if you don't know, and send you name, address, and telephone number to:

Join The Club, Play Magazine, Paragon House, St Peter's Road, Bournemouth, BH1 2JS

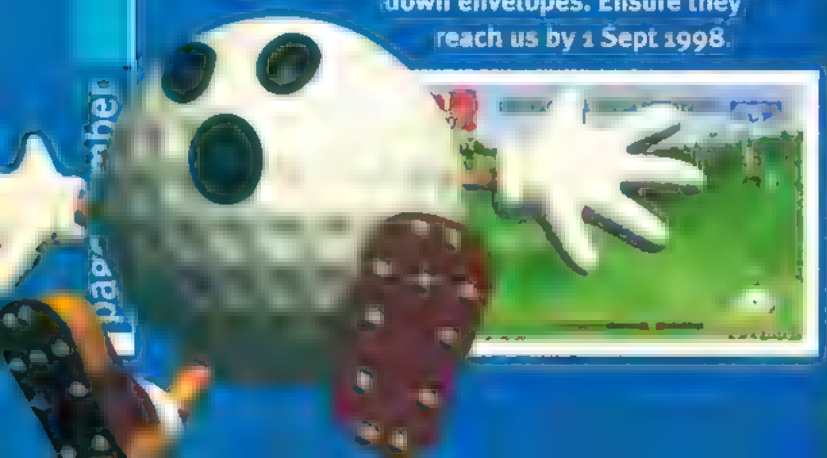
Question: Lee Janzen won the 98th US Open at the Olympic Club, San Francisco this year. But how much prize money did he get?

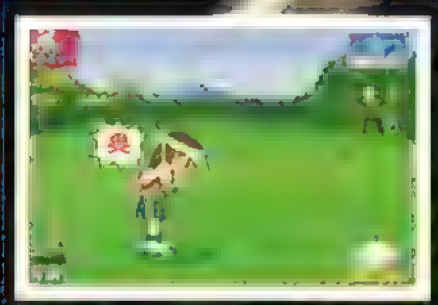
1. $2 million 2. $85,608 3. $535,000

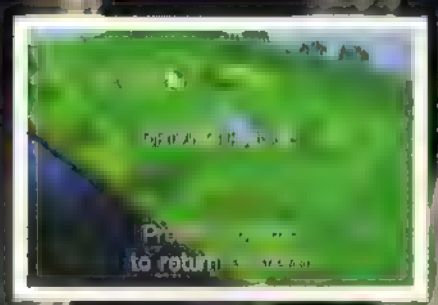
Make sure all answers are on postcards or stuck down envelopes. Ensure they reach us by 1 Sept 1998.



The editor's decision, is final. No correspondence may be entered into. Employees of Paragon Publishing or its suppliers Sony Computer Entertainment Europe may not enter. All winners will be available in writing on request from Paragon Publishing. The sponsors reserve the right to supply a prize of equivalent value rather than those illustrated. No cash alternatives.







UNTHINKABLE!

YOU AND YOUR MATES

DOING YOUR BEST

NOT

TO GET SMASHED

Official UK PlayStation Magazine 9/10

"CIRCUIT BREAKERS IS THE GAME OF CHAMPIONS"
"THIS PEN-AND-INKER PREFERS CIRCUIT BREAKERS TO MICRO MACHINES V3"
OFFICIAL PLAYSTATION MAGAZINE

"BUCKLE UP, IT'LL BE A HELLUVA TRIP!"
PLAYSTATION PLUS

"WE CAN SAFELY SAY THIS IS GOING TO BE A BIG HIT"
"EXCELLENT FUN"
"BRILLIANT"
EXTREME PLAYSTATION

"IT'S THIS SORT OF GAMEPLAY THAT FLIES IN THE FACE OF THE POSH LOOKS OF GRAN TOURISMO AND RESIDENT EVIL"
"WE JUST COULDN'T LEAVE IT ALONE"
"IT'S A PEARLER"
PLAYSTATION POWER

Supersonic

DUAL SHOCK

PlayStation

MINDSCAPE ENTERTAINMENT

CIRCUIT BREAKERS

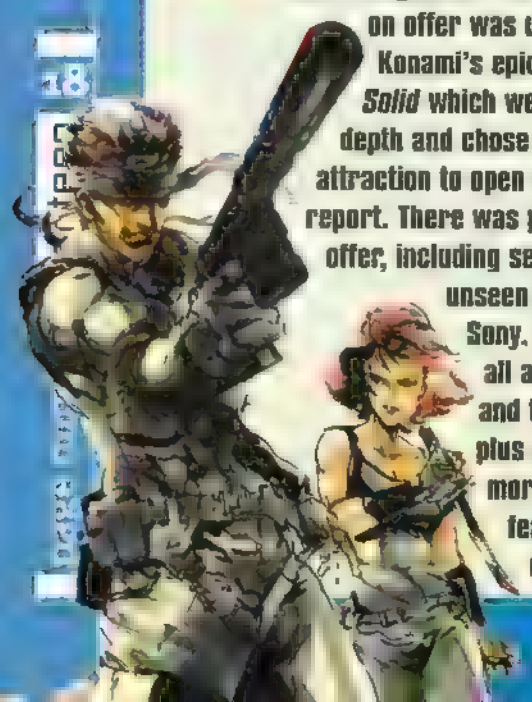
DIRTY DRIVING!

THE GAM

At the end of the day we all want to know about the latest PlayStation software, and there's no better place than right here in Play!

METAL GEAR SOLID

22 Play returns from Atlanta to bring you the hottest coverage of the E3 show imaginable. The biggest sizzler on offer was undoubtedly Konami's epic *Metal Gear Solid* which we played in depth and chose as the main attraction to open our extensive report. There was plenty else on offer, including several as yet unseen gems from Sony. You can read all about the show and these games plus many, many more in our huge feature starting on page 20!



Guide to the Grades

We scrutinise all the games thoroughly, playing each for hours, even days, on end. Then we all get together to discuss the review scores to make sure we get it right. The individual reviewer also nominates their own personal category for each game. Game elements are scored out of ten, and the game is given an overall rating out of 100%. Here's how the scores break down...

90-100 If a game scores this highly it's an essential purchase and receives the Play Classic logo as a stamp of approval.

85-89 We recommend these games as they are fun, lasting and value for money.

76-84 A decent, solid and dependable game which offers good value for money and won't disappoint fans of the genre. There are some gameplay flaws, but nothing too serious.

51-75 Average games that may be entertaining but are fundamentally flawed or don't have any lasting appeal.

36-50 Games that should be avoided by everyone except die-hard fans of the genre and masochists.

0-35 Complete tripe. Avoid at all costs! Duly awarded the Play Putrid. Yuk!

Play Icons

These symbols tell you about the number of players and whether or not you can use a specific device with the game. PSX steering wheel or the Negcon joypad come under steering/analogue.

One Player Only
eg Resident Evil 2

Multiple Players
eg Gran Turismo

Steering/Analogue
eg NeGcon

Multi-Tap
compatible

Mouse
compatible

Uses A Memory Card
(for save games)

Split Screen
eg Bust-A-Move 2

Link Cable Compatible
eg Formula 1

Light Gun
eg Time Crisis

Dual Analogue

ES

REVIEWS ▸ WORKSTATIONS ▸ WIRED UPS

The GAMES THAT Time Forgot

You'll see this ominous logo every time a game's publisher tries to sneak a game out onto the streets without us seeing it first. This is often a deliberate move and one that occasionally means the game is rushed or of poor quality.

Play Reviews

Nobody does it better. PLAY reviews are the only place you should turn if you want authoritive advice. Never buy a PlayStation game without seeing what we gave it first.

COLIN McRAE RALLY	38
N2O	40
CRIME KILLER	41
PARASITE EVE	42
MEN IN BLACK	44
BATMAN & ROBIN	46
XENOCRACY	48
WARGAMES	54
MR DOMINO	56
SUPER CROSS '98	58
MONSTER RANCHER	60
TOMMI MÄKINEN RALLY	64
SPICE WORLD	66

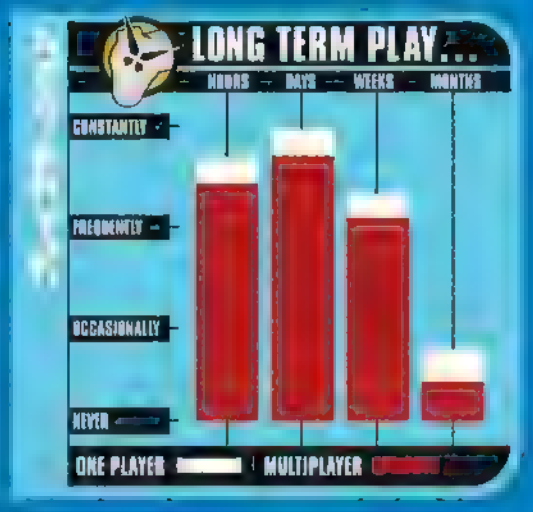
Workstations

You want in-depth features on the latest software? You got it! The latest games exposed.

METAL GEAR SOLID	22
MESSIAH	25
X-FILES	26
SPYRO THE DRAGON	28
STREET FIGHTER EX2	36

Challenge Box

This little box is designed to show you instantly how long a game will last (in our opinion) based on the review. The one player game (in yellow) will more often than not be lower than multiple players because it's more fun playing a friend than the computer.



Wired Up

Sneaky peeks at games either too big to be ignored, or a final assessment before it's reviewed.

KNOCKOUT KINGS	80	SHAO LIN	82
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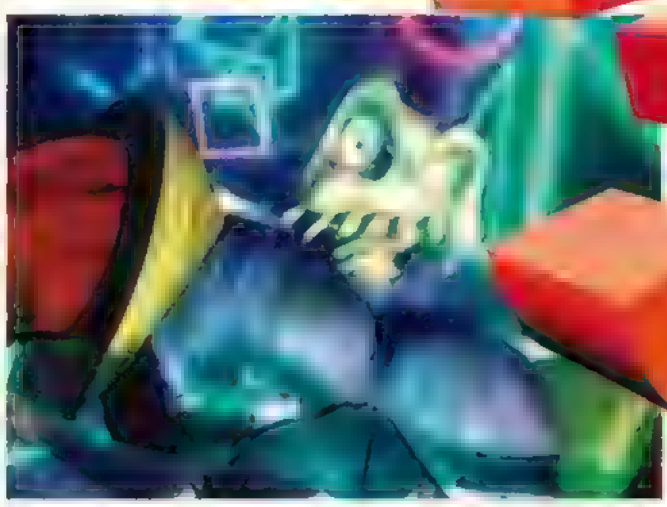
ELECTRONIC ENTERTAINMENT EXPO 3



Atlanta 1998

HOW THE WEST WAS WON

ALL ABOARD THE PLAY EXPRESS FOR THE ULTIMATE ROLLERCOASTER RIDE THROUGH THE GREATEST GAMES COMING TO A PLAYSTATION NEAR YOU, SOON!

Late May, Atlanta Georgia, 90° in the shade, surrounded by loud-mouth yanks, deafened by a barrage of electronic jingles, sweating profusely, laden down with press discs and free junk, and one step away from turning psychotic... it can only be the annual Electronics Entertainment Expo, or E3 for short.

For those not in the know, the E3 show is the definitive date that everyone within the video games industry has to pencil in their diaries because to miss out on being a part of it... well, it's just unthinkable. So why all the fuss? Well this is the one show of the year that you can guarantee every major player in the game will attend, and every hot system, game, and peripheral will be there for all to see. It's the event that we all moan about beforehand, but when we get there, we love it.

This year's E3 was one of the biggest ever, with Sony, Nintendo and Sega all with a prominent presence, complete with tonnes of software, we were spoilt. Of course, we haven't even touched on the perks – the free gifts, the free food and drink and the late-night partying, to which of course we were all privy to during our stint in America.

So now recline yourselves on a comfy chair, and flick through the cream of the show, the games so good that we just had to give them special treatment (and there were many). When you've done that, turn to page 80 to continue with our amazing E3 coverage, the show so big that we struggled to contain it in one section!

The E3 show exhibited the very best software to come for PlayStation, the best of the bunch was Metal Gear Solid from Konami which ruled!

ABE'S EXODUS [33]

X-FILES [26]

METAL GEAR SOLID [22]

THE BEST...

Undoubtedly the greatest moment of the entire show for us was the party thrown by Sony of America. There were many parties, all were good, but those Sony boys sure know what makes the good times roll. The beer never stopped flowing and the entertainment consisted of a live performance from the Foo Fighters.

...& WORST

There were a great deal of bum notes to be had at the E3, but our worst moment came on the last night. Feeling (on) worse for wear after three solid days of meetings and late night high jinx, we decided to take things easy and take in a film. *Godzilla* was our favoured movie and it was pebble dash. But that's just what we think.

NINTENDO

The once-great games giant had a very strong presence at the show. The stand was probably the biggest of the lot and was dominated by the likes of *Zelda 64* and *Banjo Kazooie*. The thing everybody wanted to see though was *Perfect Dark*, the eagerly awaited sequel to *Goldeneye* from Rare. Able to appreciate the true worth of *Goldeneye* as being one of the greatest multi-player games ever, we were naturally intrigued to see what *Perfect Dark* would look like. However, the game was there, but only in video tape form, so we all had to squeeze into a dingy, sweaty cinema room to watch it. It did look good though.

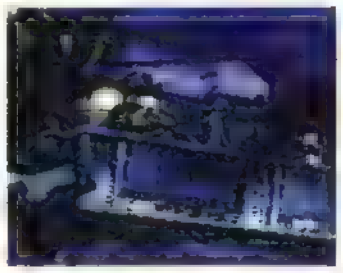
SEGA

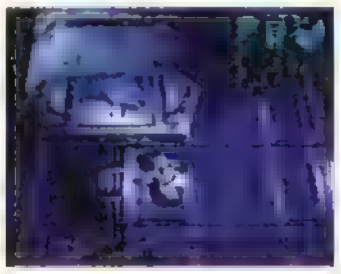
One of the major disappointments of the show was Sega's reluctance to showcase its new Dreamcast wonder-system. The machine was there, but only behind tightly secured doors, and try as we did to sneak in disguised as an old washerwoman, the thick-necked guards weren't having any of it. So we were left to traipse around the pointlessly large stand tutting to ourselves about the grim selection of Saturn titles drawing the last dying breath from the flagging system and a load of PC CD-ROM stuff. It wasn't all doom and gloom though, free 'Sega Sports' pocket radios were up for grabs!

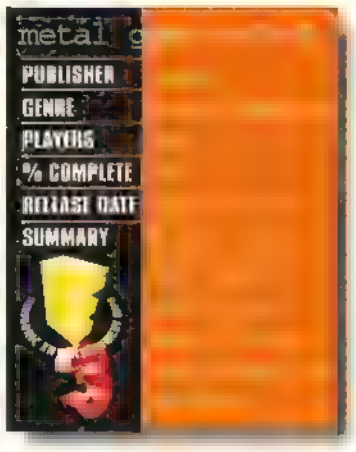
(Left to right) There was much shouting as Capcom launched the new 'Fighter's Edge' tournament on its stand and gave away flashy prizes. As you can see the show was packed with exhibitors each trying to steal the limelight. The obligatory bloke dressed up as Duke Nukem! Eidos used the reliable tactics of scattering ladies over its stand. X-Files star Gillian Anderson drops by to smile and stuff. And finally, more ladies!

METAL G

WE KICK OFF OUR E3 COVERAGE WITH THE GAME OF THE SHOW. COULD THIS REALLY BE AS GOOD AS IT GETS FOR THE PLAYSTATION?





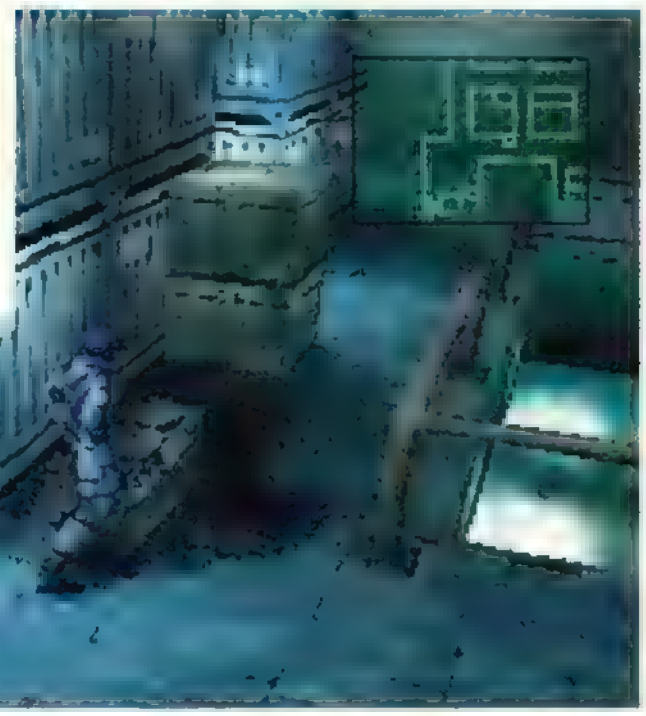


Written By Ryan Butt

If ever there was a PlayStation game that lived up to the hype... then this baby is it! *Metal Gear Solid* was a true show stopper in every sense of the word, so much in fact that our intrepid reporter played it non-stop for well over an hour. And then he returned at every opportunity to ogle still further – and that didn't happen with *Tomb Raider III*, we can tell you!

The game is a spy thriller that incorporates all kinds of action elements, in short, it's a bit of an epic that looks amazing and is filled with all manner of intricate touches that make it stand out as being something rather exceptional.

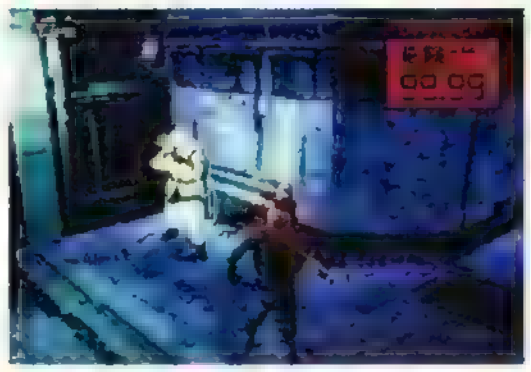
You play the role of Solid Snake (sounds a bit like a porn star?) whose mission it is to infiltrate a nuclear weapons warehouse, eliminate the terrorists and disarm the base within 24 hours. Snake's adversaries comprise of former comrades who have been lured over to the dark side and become genetically enhanced space S.E.A.L.S. The onus is not on charging straight into the base with hell-fires blazing, greater rewards come to the skilled players that avoid detection by the enemy. So a stealth method is more the order of things – similar to that used in *Tenchu* (reviewed in issue 35), whereby you stalk your victims by hiding behind walls and waiting until the time is right to burst out of the shadows and casually break their scrawny necks!



(Above) Stop! Don't step in that puddle! Wet footprints will lead the guards straight to you, fool!

There are over 30 different weapons that can be accumulated and used in times of crisis, but these will just alert enemy reinforcements and make things harder for yourself – this is not to say that you can't have fun, far from it. For example, later in the game, you can acquire a sniper rifle (similar to those used in the N64 *Goldeneye* game) and pick foes off from a great distance with practically no risk to yourself.

Like we said, it is the little subtle details that make this such a hot prospect. For example, on the chilly outside levels, Snake can hide behind walls, but his clouds of breath still give away his position. As do his footprints, whether they be wet, bloody or in the snow. One brilliant feature that we were proudly shown by Konami is the cardboard box that Snake can pick-up. When he has this, he can use it to disguise himself against foot patrols. Picture the scene, Snake clambers in a box, and when the guard's back is turned, Snake scurries behind him, still in the box. All you see is a box with legs tip-toeing along. Snake can then duck back into the box and peek through a peep-hole in a first-person perspective.

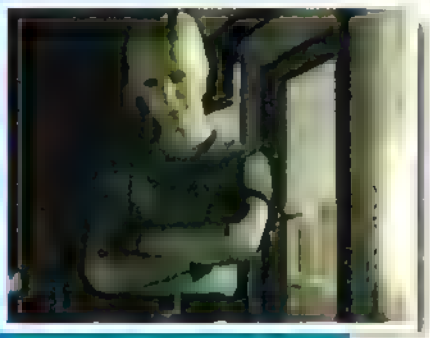


"A true show stopper in every sense of the word"

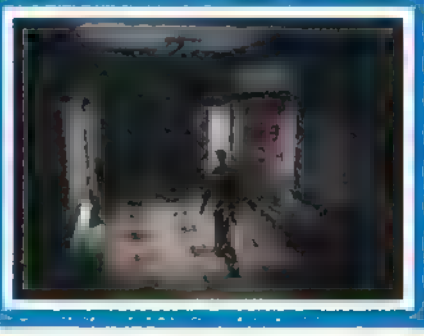
The constant switching of perspective is a common factor in *Metal Gear Solid*. As standard, you guide Snake around in an third-person *Resident Evil*-style way, but when crawling under objects and generally observing things, it quickly alters to first-person, giving an even greater feeling of realism.

Another brilliant addition is the Scope mode. The scope is

SILENT HILL

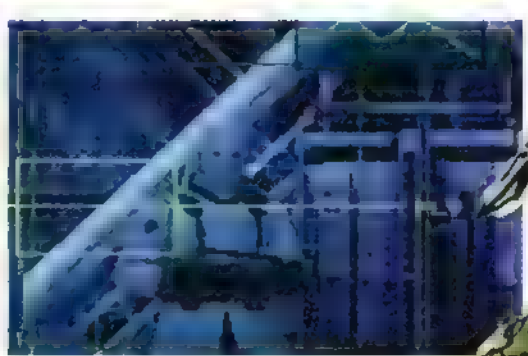


Resident Evil meets *Twin Peaks* in this surreal horror adventure. In this dark, mystifying game, players play the role of a concerned father out to find his lost daughter. However, upon arriving at the strange town of Silent Hill, he soon learns that all is not what is seems, and he finds himself up against horrors not of this world. *Silent Hill* looks the part with stunning CGI cut-scenes and a roaming camera that moves as you move. That are also original new atmospheric moments like when the player finds the torch and uses it to search completely dark areas, and at the same time uncovering numerous gruesome finds in the process.



EAR SOLID

(Above) The idea of the game is not to be seen... so scenarios such as this should be avoided. (Inset) Nip in and break his neck whilst he sleeps!



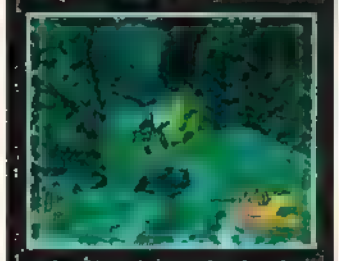
[Above left] The red 'danger' warning in the corner means you have been spotted and need to make a speedy getaway. [Above right] You can use the scope to view the surroundings, zooming in on any points of interest. The thrill as you pick off enemy soldiers is fantastic.

IN BRIEF

CONTRA

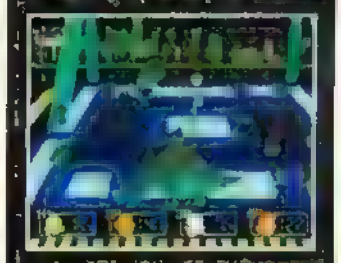
Konami ventures back to the SNES heyday with this frantic two-player blaster. The full European title has yet to be determined, but thankfully it won't go by the US handle of 'C – A Contra Adventure'. Big bosses and pyrotechnics are promised. It should be fun.

G-SHOCK



Delve into the murky depths with an underwater exploration game that apparently has no connection with the trendy Casio watches! The idea is to search for lost treasures and antiques to trade for better equipment that enables deeper and more extensive searches to be carried out.

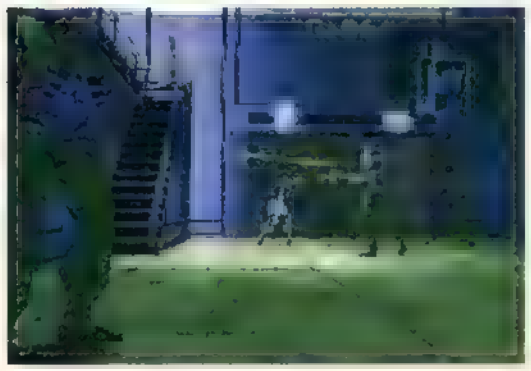
POY POY 2

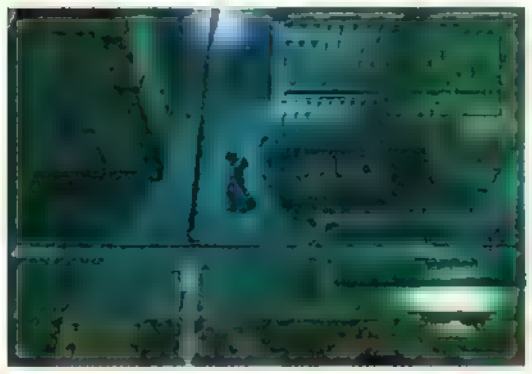


The item-chucking party game that we liked gets an update. With more characters, more weapons and multi-height levels to contend with, the mayhem has expanded to a wider scale. Four human players can compete, and the last man standing wins. Simple and addictive carnage.

BOTTOM OF THE 9TH

Baseball fans are treated to a '99 update of Konami's baseballs series. This version features all the '98 season player rosters, faster gameplay, a smoother, more arcade-style batter/pitcher interface, rendered stadiums and texture-mapped players.





[Above] The action in Metal Gear Solid frequently switches to a first-person view, fancy emerging from a concealed place to be faced with this though!

"This is the game your PSX was designed for!"

an object that you carry around as standard, and by selecting it, you get a first-person view-finder that can zoom right in on enemies and locations with no distortion whatsoever – very impressive.

Usually, in games such as this, the opposition tends to be dim-witted clowns with no savvy to call their own. However, *Metal Gear Solid* is a bit different. If you alert these guards, they will pursue you relentlessly until they either blow you away or lose sight of you – not easy considering they are pretty damn quick on their toes. If you are spotted, the map area in the top corner of the screen will turn red and guards will swarm to apprehend you unless you can somehow give them the slip, allowing the red alert warning to return to a safe green colour and causing the guards to slip back into their normal routines. Finding nowhere to hide can be a problem. You could try jumping into the back of a parked lorry, but rather than mindlessly wading in after you or stupidly waiting outside to be picked off, they will simply toss in a grenade and reduce you to a psychedelic, yet arty, collage of fleshy chunks! There are other times though when diving into the cool sanctuary of water is your only means of shaking the scum from off of your tail.

Having sampled the sweet, refreshing quality of *Metal Gear Solid*, we will be covering it in more depth, and providing frequent updates as the release date draws ever closer. You have been warned, this could well be the game your PlayStation was designed for!

KENSEI-SACRED FIST

ALSO ON SALE

Konami limbers up to meddle with the big biffer boys in the heavy populated PlayStation fighting arena with this visually high-quality fighting game. The version on display at the show was at a very early stage though, and only three or four characters were playable. However, the crisp, hi-res look of the game was evident and the animation was certainly smooth and life-like. What did alarm us though was the lack of original features. The game will feature all the usual time attack, training and survival modes, but also a guard button that can be used both to guard and issue a counter strike. No exact release date has be specified as yet.

messiah
PUBLISHER
GENRE
PLAYERS
% COMPLETE
RELEASE DATE
SUMMARY

MESSIAH

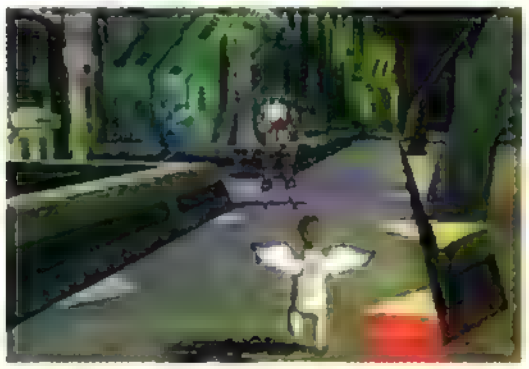
THE CREATORS OF EARTHWORM JIM ARE BACK WITH A GAME MORE TWISTED AND SINISTER THAN ANYTHING YOU'VE SEEN BEFORE!

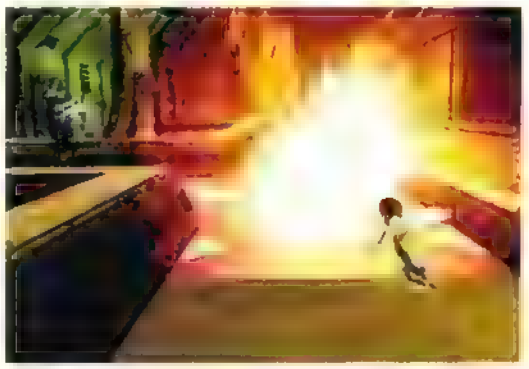
Messiah, or rather 'The Baby Game' as it has come to be known in the inner circles, is a classic tale of good against evil, and boasting some revolutionary new programming techniques from the Shiny boys.

You play a cherub sent by God to rid the world of Satan. Upon arriving in this new world, you quickly find that you're totally useless in your tubby baby form, cue an interesting twist. You must fulfil your mission by getting others to do your dirty work, but this isn't a case of toddling up to them and asking, it involves something much more sinister... possession!

You target your intended life-form, swoop down on them and then take control of their soul by entering their back. You then gain control of the possessed person, which is quite handy considering that no physical harm can come to you whilst in their body. Possession isn't just good for completing the various tasks, you can use it to great comical (or sadistic depending on your tastes) effect to get rid of problem guards. Picture the scene, you are far too wee to pose any threat to the gun-wielding ones, so you take control of them and then walk them off a very high gantry or into a steam outlet to cause them considerable harm.

The best bit is when you leave their body and the harsh realisation dawns on them that they've got fractured, mangled limbs where their legs used to be, or that they have suddenly lost their sight – all with no recollection of how they came to be such an invalid.



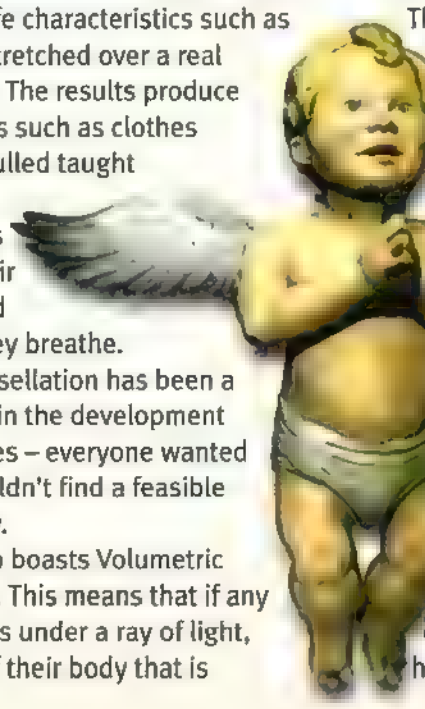


[Above] Safety first, possess a guard and let him take the bullets!

Shiny is keen to point out that Messiah is the first game ever to use RT-DAT technology (Real Time Tessellation and Deformation). This enables in-game figures to adopt real-life characteristics such as textured skin stretched over a real bone structure. The results produce stunning effects such as clothes creasing and pulled taught when the character walks or runs and their chest rising and dropping as they breathe. Apparently, Tessellation has been a forbidden fruit in the development industry for ages – everyone wanted to do it but couldn't find a feasible way... until now.

Messiah also boasts Volumetric lighting effects. This means that if any character moves under a ray of light, only the part of their body that is exposed to the light will be illuminated.

The in-game results are staggering. Apart from action, *Messiah* also contains a fair amount of strategy. For example, if you possess a guard to blend in with the surroundings and try to get through a section without being hassled, then you have to get into character. If you walk through a pack of fellow guards and the superior calls for a parade, you'll have to get in position and do as the other guards do. Failure to do so will almost certainly result in you getting your arse blown off! The game is a mixture of new and exciting ideas, and we'll have more info next month.



IN BRIEF

EARTH WORM JIM 3-D

The crazy fish-bait gets a new face-lift as he ventures into the 3-D world of his own warped brain. We covered this in depth last month, but the newer version at the show was looking very tidy indeed with a new pig-surfing level up and running.

VR BASEBALL '99

This drove the yanks wild, but it is not yet certain if this game will be released officially in this country due to the fact that the average Brit couldn't give a fig about the sport. It was good though.

WILD 9

This has been in development for an ice-age, but at least we managed to see it up and running and have a bit of a play. Shiny (the team responsible for coding it) has taken time to gear it more towards an adult audience with the inclusion of various implements of torture and numerous grizzly ways to die. It plays quite well, but could hardly be defined as a show-stopper.

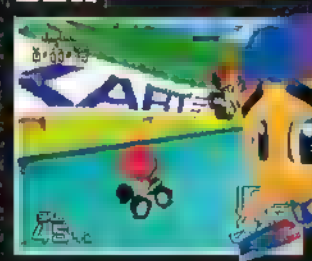
NEW SONY SIGNINGS

At the show, Sony announced that it has acquired the rights to release the following third-party games in the PAL PlayStation territories...

FIFTH ELEMENT

We previewed this promising movie tie-in game from French coders Kalisto last month. Sony will release it in September.

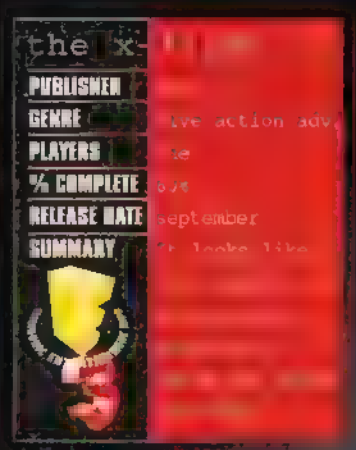
SDR



We had a sneaking suspicion that Sony would grab this one from Funcom. See last month's workstation.

BUST-A-GROOVE

The name may have changed, but this is still the toe-tapping disco game from Enix that we reviewed on import last month.



THE MOMENT WE'VE ALL BEEN WAITING FOR, MULDER AND SCULLY FINALLY COME TO PLAYSTATION IN A FIVE-DISC MONSTER CASE!

ELECTRONIC ENTERTAINMENT EXPO

Few games over the past year have generated quite so much public interest as *The X-Files*. When it was first discovered that Fox Interactive was starting work to bring the hugely popular cult television series to the PlayStation, fans understandably went berserk!

It is only now though that we finally saw the game running and fully came to understand what the package would consist of, and it's bigger than we ever thought possible.

For a start, the adventure you take part in is a brand new episode of *The X-Files* in its own right, complete with its own episode number and extensive cast list, including of course, the two stars David Duchovney and Gillian Anderson. In fact, if you recall series four, episode seven 'Musings of a Cigarette Smoking Man', you'll know that the two agents were not featured and instead the episode

concentrated on the chain-smoking man, this is because David and Gillian were away filming exclusive new footage for the game. The game concept was designed by Chris Carter, the brains behind the series and the game is a stand alone episode that will never be screened on TV.

Fox Interactive has used VirtualCinema, a new technology, to create the look and feel of the show, and footage of the actors will allow the player to examine clues and

[Above left] The cast of the hit programme are always around to assist you in the case. [Above] The action is very much point and click, so everything is there on-screen.

"Mulder & Scully are on hand to offer back-up..."

evidence, interview witnesses and interact with other characters from the show.

Over four hours of specially-filmed live action footage have been shot, and the game will offer over 40 hours of gameplay with a very non-linear feel that gives you he freedom to explore the case anyway you see fit.

The most staggering revelation to come from the show is that *The X-Files* game will be housed in five PlayStation discs, making it the biggest game ever to date on the system. Although the PlayStation version of *The X-Files* wasn't at the show (much to our dismay) we were able to have a play on the PC CD-ROM version, and get a feel for things to expect. What did impress us was the freedom the player has to do more or less what they want. Environments can be extensively explored and any character can be interacted with to gain clues and information. You don't actually play as Mulder or Scully in the game, instead you take on the role of a third agent, but the two intrepid investigators are always on hand to offer assistance and back-up.

The interactive movie style may seem slightly dated, and we were never massive fans of it in the first place, but it looks as though the weighty licence and in-depth content will make *The X-Files* a major success when it is released in September to tie-in with the big-budget feature-length movie.

MEDIEVIL

Tucked away on the Sony stand was a newer and vastly improved version of this Millennium game that has been in development for some time now.

You play Sir Daniel Fortesque, a rather adventurous skeleton who has been resurrected from the crypt to stop an evil sorcerer from snatching his fellow corpses and turning them into an undead army to take over the world. The game will feature 20 free-roaming levels packed with enemies and power-ups and a vast selection of weaponry that can be utilised to great effect to wade through the decaying enemies. We've seen the game at numerous stages, but up until now have been unimpressed. However, the version on display in Atlanta featured massively beefed-up visuals and superb light-sourcing effects. The gameplay was also impressive (it boasts over 40 hours apparently) and the whole thing played smoothly with the Dual Shock pad.

IN BRIEF

NFL XTREME

American football game featuring nicely rendered graphics, and a claim that no knowledge of the sport is needed to play... sounds ambitious to us. The limited interest of gridiron in this country will be an interesting test if Sony decide to release it over here.

ZERO DIVIDE 2

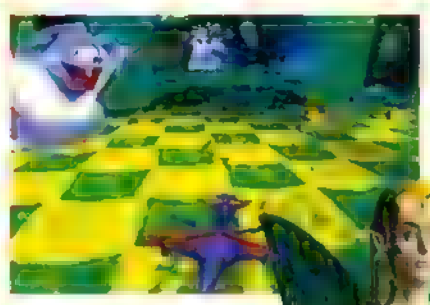
One of the very first PlayStation beat-'em-ups gets an update. *Zero Divide 2* features ten robot characters, each with two different body types. The best feature though is the particle animations that show when damage is sustained to any individual body part. The game is due in August.

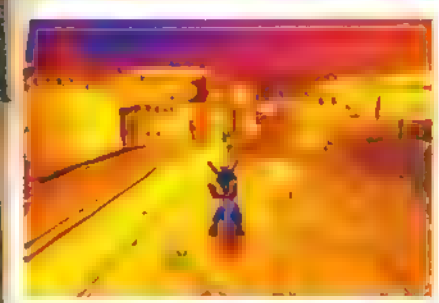
WILD ARMS

We reviewed this game absolutely ages ago on import, but now Sony is going to release it officially. The game is a bit of an epic that charts the plight of three youths out to restore the Earth's goodness after it was drained by invading space robots. *Wild Arms* is due out in July, which is well and good but what about *Parasite Eve*?

SPYRO THE DRAGON

SONY SURPRISES ALL WITH THE PRETTIEST, CRISPEST, SMOOTHEST, MOST WELL-DEFINED PLATFORM GAME YET!





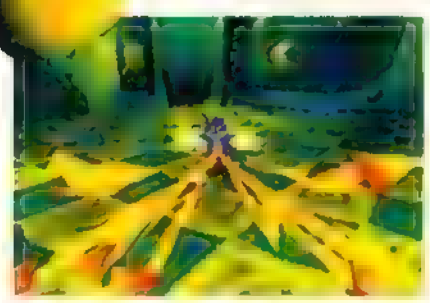
[Left] Spyro is flattened by one of the hellish bosses. [Below left] Spyro unleashes a hail of flames at anyone dumb enough to attack him. [Below] Strange inhabitants lurk around every corner. So go steady!

Think of a 3-D platform game as, say, Jenny McCarthy. They look great, but whilst [illegible] yourself walking into walls [illegible] the case of most 3-D platfo[illegible] camera angles drive you [illegible]

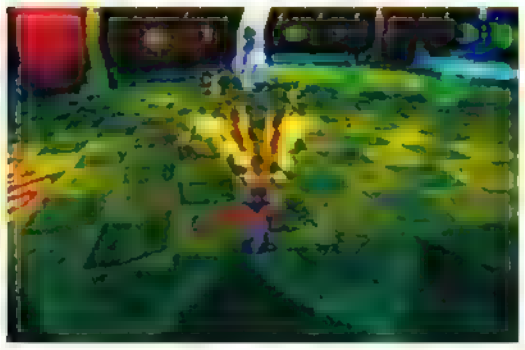
Not now though, Sony [illegible] tipped about this project [illegible] *Pete's Dragon*) in the run-u[illegible] so as the optimum gasps of a[illegible] were drawn. However, it certai[illegible] impressed us!

Spyro came to be as a brainchild of the producer of *Crash Bandicoot*, Mark Cerney, and was developed by Insomniac Games – of Disruptor fame.

You play Spyro, a small dragon whose family has been abducted and turned into crystal statues by some fiend called Gnorc the Gnasty. Spyro's mission, should you choose to accept it, is to find and free his rigid clan and go and have it out with Gnorc in a kind of ultimate showdown type scenario... but then storylines never really matter in



[Far left] Spyro can enter one of six worlds from the starting warp room. [Middle left] Spyro is aided in his quest by a chirpy dragon fly. [Left] Spyro can use his infant wings to glide over long distances.



[Above top] Many obstacles litter the path to glory, not least the huge sub-boss that dislike dragons more than St George. [Above right] Spyro can view the surroundings by simply swivelling his head, just like in Mario.

platform games do they? There are 120 crystallised dragons to free (blimey, randy buggers these dragons!), and all are strategically placed throughout the levels. When one is rescued, the player is treated to a cinematic sequence and the grateful fire-breather will in turn offer you advice.

There are 36 levels in total, plus bonus stages. The gameplay of *Spyro* consists of do anything, go anywhere in a real-time environment. You start in the Artisan's World and from here you can access portals to different worlds, kind of like in *Crash Bandicoot 2*. There are six different worlds to explore each with a hefty number of imprisoned dragons and baddies to overcome. Thankfully, Spyro himself has an arsenal of abilities to help in his cause. Although he is only a baby dragon and so cannot fully fly like a grown-up, he can use his titchy wings to glide over great distances, providing he starts from a decent enough height (you gradually sink as you glide). Apart from this, Spyro can breath fire and charge into things.

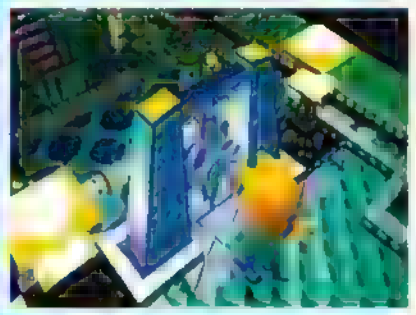
The look of the game is very eye-catching and a free-roaming camera presents the action with a gloriously vast field of vision. The scenery is all streamed off the CD as the game unfolds, so pop-up of structures on the horizon is non-existent. This also means that the levels are extremely large, presenting the player with more areas to explore and a greater challenge.

The game is designed with the Dual Shock pad in mind, and the two work in perfect harmony. Spyro glides around the immense playing areas with considerable smoothness and the pad judders vigorously whenever he sustains any damage. As well as offering platform action, needless to say *Spyro* also contains its fare share of puzzle elements, some of which are remarkably clever.

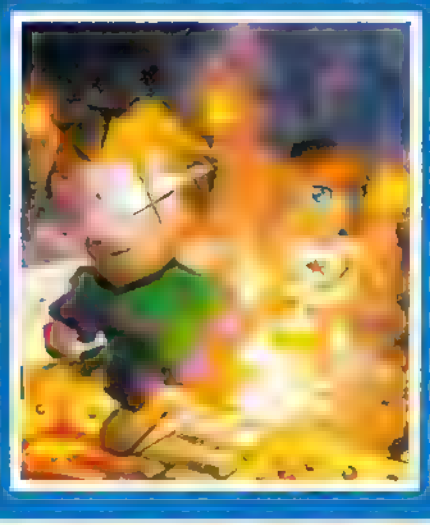
It's still early days on this one, but out of all the platformers around, *Spyro* is looking to be the most accomplished. The look of the thing is superb and, although we won't use the well-soiled phrase '*Mario* beater', the little dragon looks certain to make up some ground on the plumber fella!

"The look of the game is very eye-catching..."

POPCORN



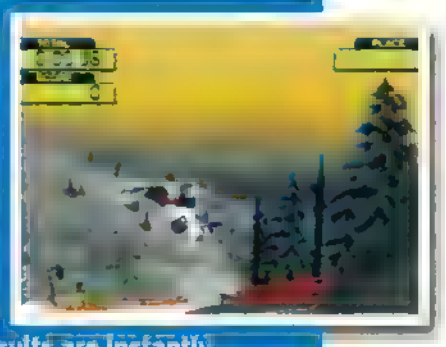
Another unknown surprise. Developed by Eighth Wonder, *Popcorn* is touted as being a crazy chase across time in which players must find eight magical Earth Globes which are used to vanquish pollution from our dear, frail planet. You start with two playable characters, but after each boss has been defeated (and presumably realise the errors of their ways) they join the cause. Each character is different and you often have to decide which is best for tackling the terrain ahead.



As well as being a kind of 3-D maze game, *Popcorn* also invites four-players to tap in and compete against each other in the battle mode. The game looks very polished but we admittedly weren't distracted for long. But still, we'll keep you posted on how well it is shaping up.

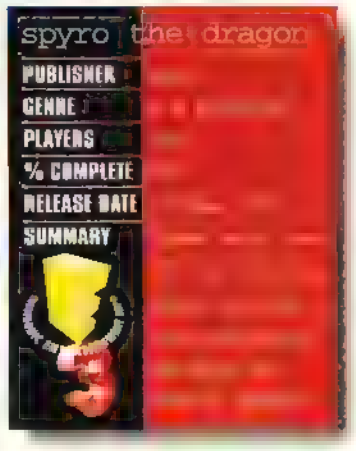
COOL BOARDERS 3

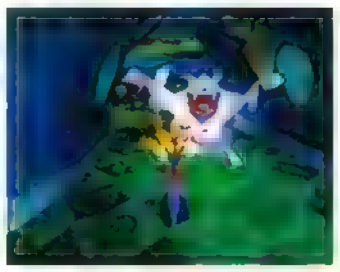
The best (...and there has been plenty of opposition!) snowboarding series around has returned for another hi-octane alpine descent, taking us all by surprise. We had never heard of a third instalment until we stumbled upon it, bold as brass, on the gigantic Sony stand. Naturally, we commenced playing immediately.

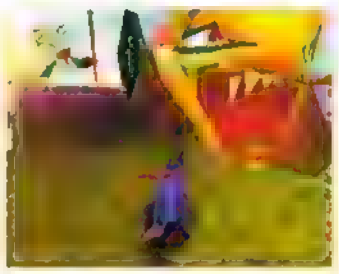


The engine of *CB3* has been completely rebuilt from scratch to give a fresher, smoother look and feel. The results are instantly appreciated. There will be 36 different courses to choose from, each with six different events such as big air, slope style and slalom.

The best new feature though (but then we're bound to say it...) is the new two-player link-up option. The game can still be played by two players in the split screen, but linking-up will make for more compulsive, not to mention tense, races. The game will be released in November to tie-in with the new snowboarding season.





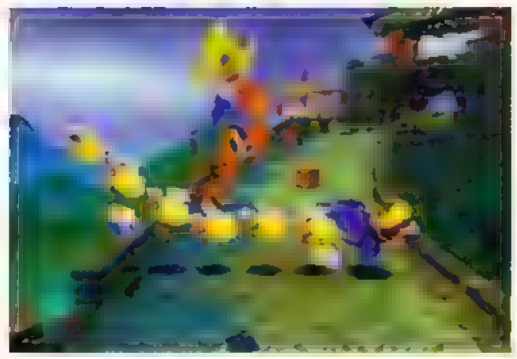


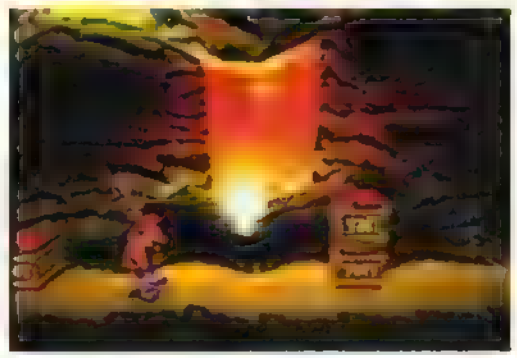
[Above top] The levels are heavily populated by Gnorc's evil henchmen, all of which can be flamed or head-butted. [Above] Each world has a large boss to contend with at the end, like this huge, ugly monster. Careful attacking is called for.

CRASH BANDICOOT 3 WARPED

IT'S TAKEN HIM TWO ATTEMPTS SO FAR, BUT HE STILL HASN'T KILLED DR NEO CORTEX... WILL IT BE THIRD TIME LUCKY FOR CRASH?

crash bandicoot 3	
PUBLISHER	sony
GENRE	platform
PLAYERS	
COMPLETE	50%
RELEASE DATE	december '98
STORY	Crash is back airight, and





[Far right] Crash deals out some rough justice with his all-new apple bazooka! [Right] Back in the prehistoric era, Crash straddles a baby dinosaur. [Above right] Crates still play an important part. Expect a few new ones as well!

Being moderately big fans of the *Crash Bandicoot* series, we were delighted to see the third adventure proudly on display at the show, and mighty sexy it is looking too! Obviously, there are people that love or loathe Crash, but *Crash Bandicoot 3: Warped* should command respect just for the way it looks.

Having failed on two previous counts to defeat Dr Neo Cortex, Crash discovers that the only way to truly vanquish him is to travel back through the space-time continuum and erase his existence. Hence a whole host of periodic levels based on ancient Egypt, Rome, Medieval England and the prehistoric dinosaur era.

Naughty Dog is once again responsible for coding the game, and it is keen to point out that rather than just churn out another *Crash* game, it has taken time out to devise a whole new engine that generates a completely new environment for Crash to roam in.

However, we must admit that having played the game, it does basically play a lot like *Crash 2* only with enhanced graphics and landscapes.

There are plenty more gadgets to pick-up, but Crash's standard abilities remain similar to those in *Crash 2*, albeit slightly beefed up. The best new inclusion from what we can gather is Crash's new apple bazooka that is used for picking off distant and hard to kill enemies.

Crash's sister, Coco also appears as a playable character, as do numerous creatures including a T-Rex and tiger that replace the pig and bear for the speedy riding levels. More features are promised such as riding a half-pipe on a futuristic hoverboard, flying and underwater swimming levels, plus riding on a motorbike. Phew!

It certainly looks blinding and wackier than ever before. Crash was even on-hand to answer questions via a huge video wall, we kind of got the impression that this was pre-recorded though!

SYPHON FILTER

A rather low-key title that rather crept onto the stand whilst everyone else was admiring the Eidos women! It looks pretty good though. Developed by Sony of America, the game is an espionage romp whereby you must avert a major biological disaster. A crazed group of eco-terrorists are plotting to release the Syphon Filter virus into the atmosphere, and you, playing as one of two playable characters must stop them before the Earth is poisoned.

The game is a third-person action adventure featuring seven areas broken down into 16 levels. Although there's nothing ground-breakingly new in there, it plays rather well and looks quite sharp. There are also some nice graphical effects such as the zoom-in gun sights. A November release has been announced.

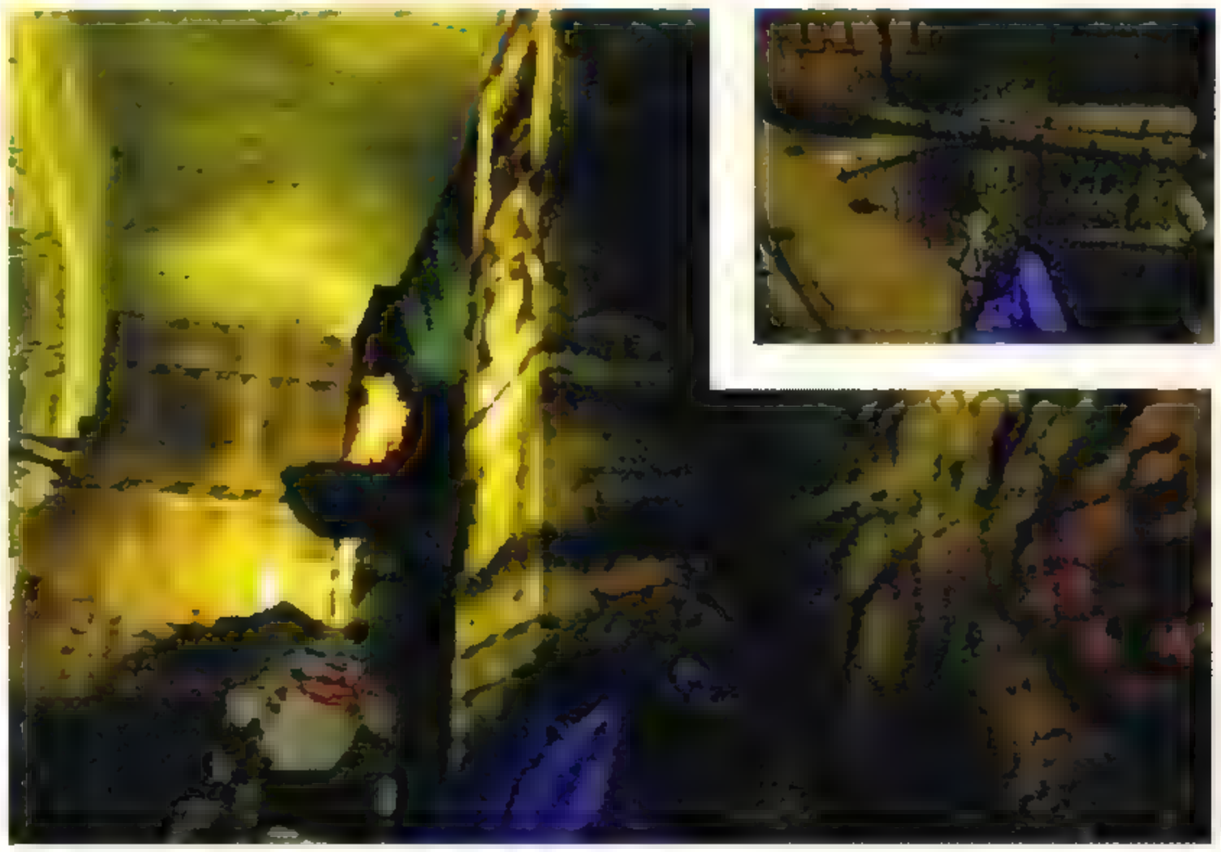
LEGACY OF KAIN SOUL REAVER

THE IMPORTANT THING ABOUT A SEQUEL IS NOT TO EMULATE THE ORIGINAL IDEA... ENTER SOUL REAVER – CHEESE TO ORIGINAL KAIN'S CHALK!

We knew that *Soul Reaver*, the sequel to BMG's sinister adventure game, *Legacy Of Kain*, would be shown at the E3 show, but we didn't bank on it drawing us in as if like naive young virgins to a vampire's blood-bath! It did just that though, mainly because we couldn't quite believe how significantly different it was to the original. Crystal Dynamics has obviously reworked the whole thing from scratch, most likely using its own *Gex 3-D* engine as a template.

"Looks good enough to eat & moves smoothly..."

The game is set 1,000 years into the future and the player assumes the role of Raziel, one of Lord Kain's first-born vampire lieutenants who is condemned and executed for crimes against his master. Raziel is promptly resurrected as a Reaver – a dark angel of death and retribution. Hungry for revenge and with a taste for vampire souls, Raziel returns to the land of Nosgoth to wreak havoc.



If the story doesn't grab your attention, then the way it is implemented in the game will. For a start, Raziel can warp between the material world and spectral underworld at will, and the real-time environment morphing as he does so is breathtaking.

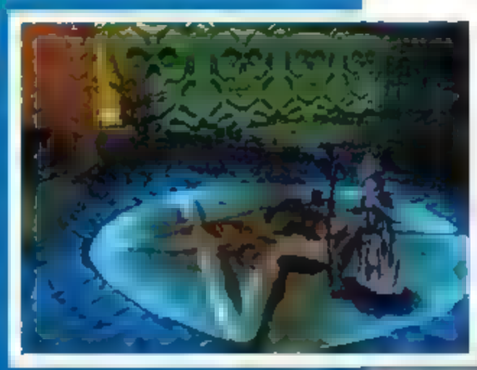
Then there's his craving for cleaving vampires, another one of the game's intriguing features. Starting the game with nothing, Raziel can acquire all kinds of weaponry for maiming the undead – the kind of thing Peter Cushing wouldn't have been seen without in a typical Hammer film. Our favourite moment was when Raziel picked up a lance and proceeded to skewer a blood-sucker by lifting it up in the air and watching it slide, without remorse, down the spike. We are told that there are decapitations by the truck-load as well. Nice!

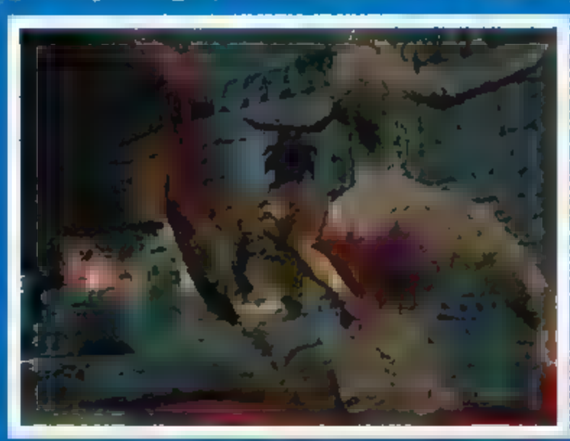
The basic mechanics of *Soul Reaver* have been seen more often than a footballer round at Dani Behr's gaff, you know, explore a 3-D world, solve the odd puzzle, fight, and so on. But *Soul Reaver* looks good enough to eat and moves incredibly smoothly, perhaps due to the constant data streaming from the CD. The version on display still needed work in the roaming camera department, but now that we're all getting increasingly bored with Lara, a vindictive vampire killer seems a fair trade!

[Above left] Raziel is poised and ready to take on the grotesque were-wolf that threatens to pounce. [Above] What is the significance of the stained glass windows?

AKUGI THE HEARTLESS

Not wishing to be sceptical, but it seems that Crystal needs to ease off the gas powering its 3-D adventure engine. *Soul Reaver* looks blinding, so seeing something similar alongside it by the same company tends to dampen one's enthusiasm. There's no doubt in our mind which was looking the better between *Soul Reaver* and *Akugi*, but it's still too early to judge it fairly. *Akugi The Heartless* is a voodoo romp set in a 3-D combat environment. It is looking tidy enough and features some very promising ideas, such as the way in which the central character, Akugi can morph into a jaguar using magic. He is also handy with his fists and has a repertoire of potentially lethal moves that would put most Hong Kong action stars to shame. The game is planned for a November release.





ROGUE TRIP

WE LOVED TWISTED METAL WORLD TOUR, STILL PLAY IT IN FACT. SO IMAGINE OUR JOY WHEN WE COPPED A LOOK AT THIS!

rogue trip	
PUBLISHER	gt interactive
GENRE	shoot-'em-up
PLAYERS	one/two
% COMPLETE	50%
RELEASE DATE	[illegible]
SUMMARY	[illegible]

Fancy a holiday? Forget it. Getting away for a nice refreshing break is a physical impossibility in *Rogue Trip* and it's not because of awkward bosses or cash restrictions either.

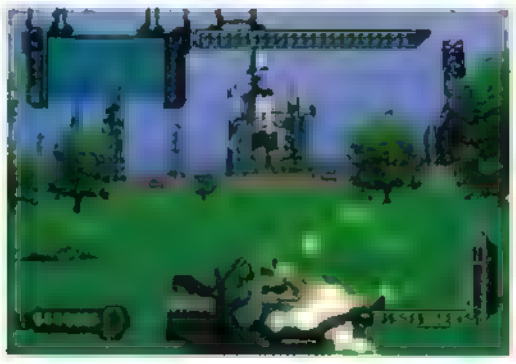
GT Interactive had many games on display at the show, but this is the one that we really wanted to see, mainly because we have all been big fans of car combat since the first *Twisted Metal* and more recently *Vigilante 8*.

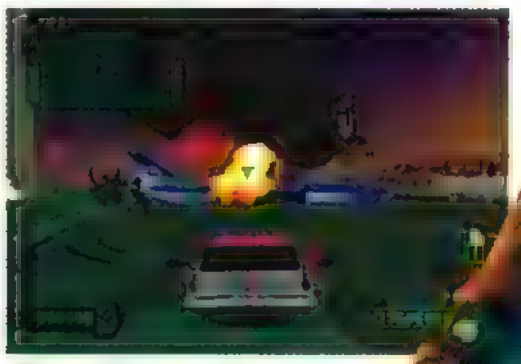
Set in a post apocalyptic future, the theme of *Rogue Trip* is very strange indeed. The problem of pollution and radiation has got so bad that people are clambering to get out of the overcrowded trouble spots for a relaxing vacation. However, a tyrannical overlord called Big Daddy has monopolised holiday industry and bought all the popular tourist spots for exclusive use by his cronies. So the only way to get there is by illegal means, with the help of the automercenary, you!

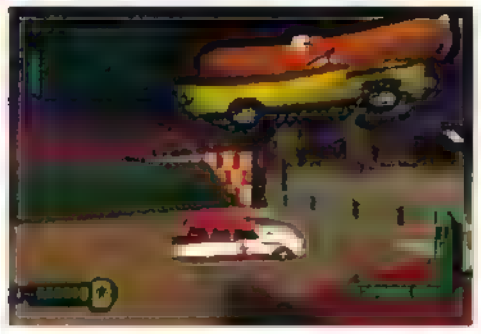
As an automercenary, you drive around in a specially modified vehicle, and for a cash fee, you transport tourists into the heavily-guarded resorts for a photo opportunity. It doesn't sound a particularly tough task to begin with, but your enterprise isn't helped by the fact that there are other automercenaries around, and they are all competing for the same customer. There is only one tourist per level, so you have to get them into your vehicle... and keep them there long enough to get a photo and a cash reward. There are plenty of upgrades to be bought, and you will need all the weaponry that you can possibly muster in order to keep your fellow road warriors off your tail.

> "You transport tourists into guarded resorts..."

After playing *Rogue Trip* for a while, it [illegible] from the *Twisted Metal* [illegible] a bad thing by any [illegible] it's just that *Vigilante 8* takes some of the sheen off of it. Graphically it is an improvement over the previous games, although, at this early stage it was still a tad rough around the edges. Despite this though, it was still enjoyable to play and definitely one to look out for.







[Above top] The split screen two-player mode is up, running, and very smooth indeed. [Above middle] The game is set in the future, so the landscapes might have changed a bit since you were a lad. [Above] Tell us a more effective way to end those annoying air-strikes than by blowing the planes to jagged shreds?

Written By Ryan Butt

ABE'S EXODUS

UNEXPECTEDLY, THE GOBBLEDY-GOOK SPOUTING ALIEN IS BACK!

So, it's back off to *Oddworld* again for another nonsensical adventure with our favourite winner of the Jimmy Hill 'talking b******s' award, Abe.

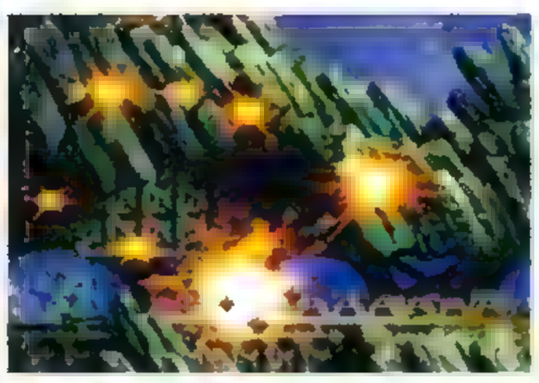
Abe's Oddysee worked because it presented the audience with an entirely new universe complete with twisted inhabitants and a unique concept known as GameSpeak, whereby the characters communicated in a language nobody this side of Mars could understand.

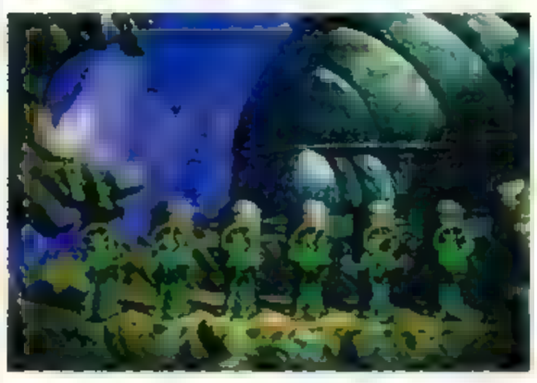
Rather than plough straight into the next *Oddworld* saga (apparently to feature a rabbit), developers Oddworld Inhabitants has remained focused on Abe, for now at least.

Abe's Exoddus picks up where *Oddysee* left off. When Abe destroyed the RuptureFarms, he also destroyed the Mudokon bones – the main ingredient for the Glukkons' addictive soft drink, SoulStorm Brew. So Abe must now prevent the Glukkons from mining for fresh bones of the Mudokon dead, whilst investigating some sinister goings-on at the SoulStorm brewery.

Abe's Exoddus offers Oddworld fans a whole host of new features including manic depressive Mudokons that must be averted from suicide, the possession of most other inhabitants in Oddworld that can be controlled by Abe, and new Abe abilities including turning invisible and slapping.

Unfortunately, the game wasn't actually playable at the show. Seeing it in action was confined to a small cinema that featured rolling video footage. It does look good though, more of the same really, but good. More soon.





[Left] The merry Mudokons go about their daily chores, but who's that at the end? [Above left] Abe chucks a proverbial spanner in the works. Let's see them mine for bones after that!

oddworld	abe's oddysee
PUBLISHER	gt interactive
GENRE	platform/puzzle
PLAYERS	one
% COMPLETE	50%
RELEASE DATE	[illegible]
SUMMARY	Not much to play, but plenty to see! Abe's back and making less sense than ever.

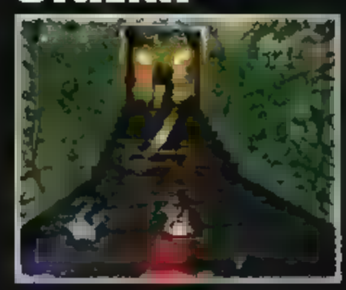
DUKE NUKEM: TIME TO KILL

A lot has been written in PLAY about this one, but it was nice to finally try it and see how well the serial alien killer performed in his third-person form. If you didn't already know, the game keeps with the familiar invaders from Mars scenario, but the problem is that they have inhabited various different time zones (via a time machine) and you have to hop across the space-time continuum and erase their pesky hides. The weaponry is still plentiful and of the large variety, but the most significant difference, as we mentioned, is the third-person switch. This works quite well. It does slip to first-person at times when Duke is close to objects, but our main concern was the speed in third-person. The action isn't as zippy as the first Duke game and it tends to plod along at a lame old pace. Hopefully this will be rectified for the September release.

"More manic depressive Mudokons to be saved!"

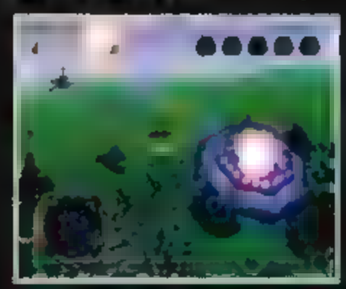
IN BRIEF

STREAK



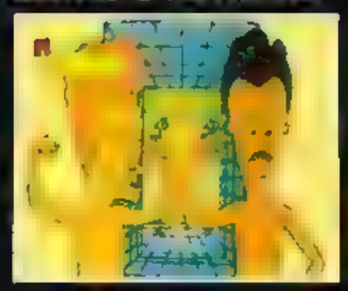
Hoverboarding antics in this two-player racing game. We saw it, we played it, and we weren't blown away it has to be said. Developed by SingleTrac, *Streak* pits a group of street punks against each other in underground races, performing a few stunts on the side.

B-MOVIE



We were pleasantly surprised by this one. Not knowing quite what the game consisted of when we first heard about it, we have now played it and have discovered that it is a kind of tactical shoot-'em-up in which you must do battle with alien forces. The game engine is smooth and the look very crisp. So hopes are high.

BEAVIS & BUTTHEAD



GT Interactive isn't sure if this game will be released over here, but it was on show regardless. It retains the look and feel of the Mike Judge cartoon series and the central characters are brimming with the same mannerisms and delinquency that made them so popular in the first place.

Written By Ryan Butt

shadowman

PUBLISHER	Acclaim
GENRE	[illegible]
PLAYERS	One
% COMPLETE	008
RELEASE DATE	early 1999
SUMMARY	[illegible]

good doesn't it?

SHADOWMAN

IT'S A HARD LIFE FOR A HITMAN. SNARED BY A VOODOO PRIESTESS AND TOLD TO HUNT SERIAL KILLERS. MAKES A GOOD GAME THOUGH!

Admittedly, Acclaim didn't have much on offer at the show that we hadn't seen before, sure we were promised *Bust-A-Move 4* and *South Park*, but there was naff-all on the former and the latter was restricted to a rolling video of the show.

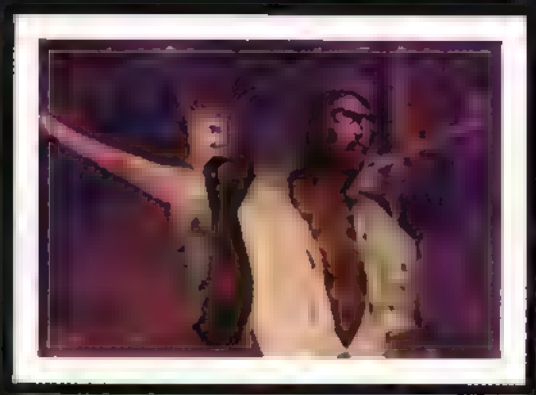
However, one game that did grab our attention was *Shadowman*, a fabulously eerie horror adventure with voodoo undertones. Originating, as did *Turok*, from a character from Acclaim Comics, *Shadowman* tells the tale of an unfortunate hitman called Mike Le Roi who has a spiritual mask embedded in his chest by a voodoo priestess and commands the forces and weaponry of black magic to help him walk between the worlds of Liveside (reality) and Deadside (where the dead go before entering heaven or hell) to rage war against a pack of undead serial killers. The killers are a frightening bunch that leave headless corpses as calling cards, and these often become possessed with evil and rise up to stop you.

Unfortunately, only the PC CD-ROM version of the game was available to play at the show, but we're assured that the PlayStation version is coming along nicely. What made the game for us was the sweat-inducing atmosphere. When you're wandering around examining the wake of a killer's carnage, complete with decapitations, it got quite unnerving.

"The killers leave headless corpses as calling cards!"

The game is played in a third-person perspective and features a new system called VISTA (Virtually Integrated Scenic Terrain) that allows you to see as far as the horizon in any direction and travel to any visible location in the distance. This gives the game a great feeling of depth and realism as you really do get the free-roaming run of the levels.

Due to the black nature of the game, Acclaim is hoping to secure the rights to a fitting selection of songs that will heighten the atmosphere, including such bleak delights as *The End* by The Doors. For now though, *Shadowman* is the biggest treat to look forward to from Acclaim, and we'll have more PlayStation information soon.



[Above] Mike arrives too late on the scene to stop the killer from striking on this occasion, but there may be clues scattered around. [Above left] Would you mess with this possessed hitman? [Left] More headless corpses litter the streets. Looks like a scene out of the film, Scanners!

Turn to page 80 for an E3 Wired Up Special...

IN BRIEF

WWF WAR ZONE

Not big wrestling fans ourselves, we were pleasantly surprised by this new release, mainly because you can design your own wrestler and come up with all kinds of hideous creations like fat women with beards. There is the usual assortment of high-profile lycra brigade on hand to control, and the whole game looks good in full 3-D.

NFLQC '99

Acclaim's long-running American football series gets a fresh update. Although never quite as popular as the *Madden* games over here, *NFLQC'99* nevertheless looks very promising indeed. It features all 30 NFL teams and six NFL Europe clubs, new game strategies and over 250 new animation's.

Written By Ryan Butt

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EX2 STREET FIGHTER

[Above] Now that he's taking shape in 3-D, doesn't our old hero Ken look more like Paul Phoenix every day? Suspicious.

Capcom breathes more life into the *Street Fighter* series with the second EX game.

Written By Graeme Nicholson

Already providing a far quicker and more dazzling fight than *Street Fighter EX* in the arcades, the sequel *EX2* is destined to arrive on PlayStation and Capcom in Japan was only too happy to supply us with the inside information!

After holding onto the flat 2-D graphics system just that wee bit too long while everyone else had gone 3-D, Capcom is comparatively new to this end of the beat-'em-up market. Cast your eye over the divine glow of *Street Fighter EX2*'s screenshots though and it seems apparent that the company has done all the technical catching up it had to do already.

Drawing A Blanka

The most effective way to make such a leap in visual quality and speed was unfortunately the most laborious, which is why *EX2* won't be turning up on even Japanese PlayStations for a long time. Had the game been developed in the US or Britain it would've used almost everything from the first *Street Fighter EX*, with a couple of secret characters and gigabytes of FMV. Capcom's finest realised that, although *Street Fighter EX Plus Alpha* was good, a more fanatical approach was needed. The staggering special effects, intricate backgrounds and entire character models were redesigned from the ground up, and reprogrammed to make use of new, more efficient coding techniques.

Luckily, they sought to do this in an arcade machine that uses System 12 hardware – the same board that's nestled inside *Tekken 3*'s arcade cabinet. The incredible quality of *Tekken 3*'s home conversion proves what can be achieved, missing only the 3-D backgrounds which *Street Fighter* doesn't traditionally use anyway. If Capcom's boys are as hot on the PlayStation development kits as Namco's army, you will be looking at a tremendous fighting experience.

Specifically to meet the demands of the fans, *SF EX2* also sees the resurrection of your favourite wicked beast, Blanka, and is his first time in 3-D. Masked terror Vega has also been brought back to life for the same reason, and of course classic fighters like Ken, Ryu, Chun-Li and Guile are along for the ride.

[Above] With the fastest gameplay of the series, you'll need extra practice to avoid being repeatedly laid out cold.

"Staggering special effects, intricate backgrounds and entirely redesigned character models..."

Blueprint

Publisher: Capcom
Developer: Akira
% Complete: 20%
Exp. Release Date: TBA
Origin: Japan
No. of Players: 1-2

SOFTOGRAPHY

Street Fighter Alpha
Street Fighter Alpha 2
Street Fighter Ex Plus

[Above] Fanfare please! Slobbering maniac Blanka gets back in the saddle after too many complaints regarding his demise. Welcome back!

[Above] Ryu has landed a rather nice seven-hit combo on Mr Jack here, yet his dodgy hat remains firmly atop his head.

[Above] Cancelling superfluous character movement to flow your attacks together is what makes you lethal in *Street Fighter EX2*.

[Above] The classic Ken versus Ryu match can be played in resplendent 3-D glory with all new effects.

Sonny Chiba

Another big addition is the potentially unlimited combination attack. The brand new EXCEL system (from Extra Cancel) works by pressing the strong punch and kick buttons together, where it then gobbles up part of your Super Combo meter. Once in this mode, the whole background dissolves into the misty blue swirl of the EXCEL Dimension and you can reel off as many moves as you can squeeze into the time limit, without the usual gaps between attacks, making it all flow into one giant combo. Defending such a nasty strike is not easy, but Capcom are well aware of keeping a fair balance between players and have included secret safeguards against being totally annihilated every time your opponent chooses to go for an EXCEL attack.

Being the fastest and most beautiful *Street Fighter* game of all time, *Street Fighter EX2* looks like it cannot lose. But though an exceptionally good arcade conversion would be more than welcome, is it enough when Sega is whispering tales of an improved *Virtua Fighter 3* for the home?

COLIN McRAE RALLY

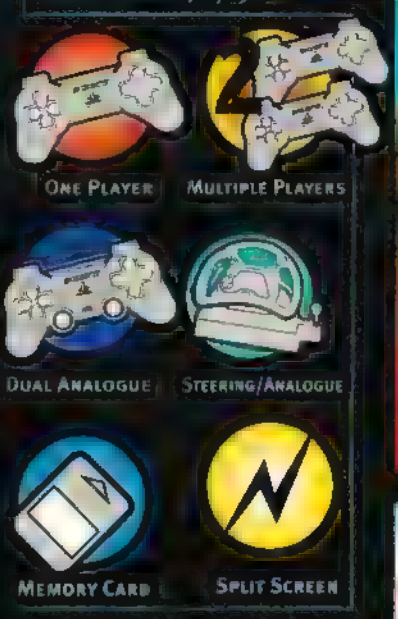
Rally driving has never been so much fun — another Codies classic is born on PlayStation

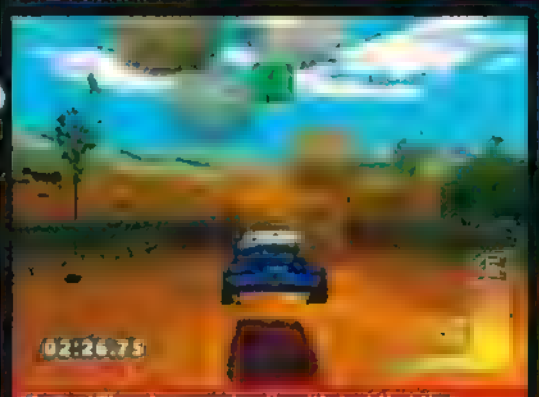
PLAY CLASSIC

It's easy to think that a car game with only one car on the road at a time is a step back in terms of progress, but *Colin McRae Rally* is cutting edge entertainment. From the Get Dirty system that gets flying mud sticking all over the laser modelled car, to full running navigation from McRae's own co-driver, this is one beautifully made game. Besides, there's a perfectly good split screen mode if you really have to race someone else!

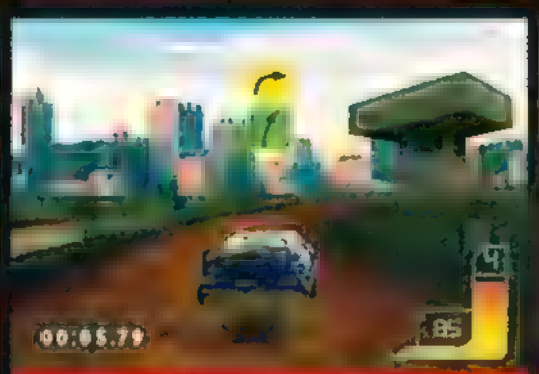
PLAY information

Publisher: Codemasters
Customer support: 01926 814132
Price: £39.99
Release date: July '98





[Above] There's no engine fire, it's just that the Australian outback is a very dusty place for a high-speed rally.



[Above] There are a couple of Super Special Stages included, where two drivers compete on a single track in separate lanes.

[Above] The mountains of Monte Carlo are not safe without spiked tyres for the thick snow and ice.

The feeling of realism is astonishing in *Colin McRae Rally*. When using the great Bonnet or Head Cam views, you can clearly hear the tyres rustling through deep stone chips and see what the Flying Scotsman himself sees when in action. First-rate sound combines with the authentic rally appearance so that you feel every bump, scrape and crunching roll. You can't help but wince as you catch the crystal clear crack and tinkle of a tail light smashing into a tree, and the grating howl of a turbo-charged engine makes it a joy to throw the car around hundreds of miles of countryside.

McCrash Bang Wallop

Outstanding graphics and sound would be pointless without dreamy handling, but remember that *Colin McRae Rally* has evolved from previous Codemasters masterpiece *TOCA Touring Car*. Although rally cars obviously drive very differently, the handling is every bit as representative of the real sport as in *TOCA*, meaning that you won't find a more realistic rally game. Such precise reproduction means there's a big difference between racing on gravel, mud, tarmac and ice, so even a huge championship that's made up of 48 lengthy point-to-point tracks stays intensely gripping.

There is still room for improvement next time though, namely because the major crashes where you tumble the car have some questionable physics, and there's no bounce of the suspension after landing a good jump. But that's just getting picky.

How many games teach you how to play them? The Rally School mode is an excellent feature that does just that. More than just a gimmick, you actually learn the important elements of controlling your car from using the handbrake and footbrake to powerslide around a circle of traffic cones in a car park, to learning an entire practice course of wet mud.

Through the use of example videos and Colin McRae's helpful spoken guidance, you can improve your championship performance rapidly. Colin even scores you on separate elements of driving so you can see where your weak points are, which beats *Gran Turismo*'s tests.

McCrash and Burn

A *Gran Turismo* influence must also be to thank for the full replays of your entire last race – they are excellent. Watching a recording of the stage is not just good for the ego, it gives you a chance to see all of those cool effects that you miss when using an internal view to drive. Professional TV-style camera sweeps show the detail of dust and sand billowing from each wheel, the sparks from grinding against rock surfaces and the sensational damage such as wrinkled body panels and smashed windows.

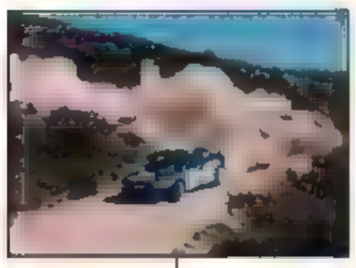
The car also takes damage that you can't see, to parts like the gearbox and brakes. If left to get worse, that kind of wear and tear subtly eats into your handling, but you get the opportunity to mend them between levels by sharing out minutes from a one hour clock to each task. The same system is used for setting up the car for each stage by switching tyre types for weather or altering the suspension to cope with new terrain – it all costs minutes from your clock and you might have to leave the headlights flickering on the next night stage to free up enough time to fit spiked snow tyres. It's so close to the real thing, yet a breeze to use.

The extensive possibilities that make *Colin McRae Rally* a spectacular simulator don't get in the way of having fun and tearing round the world in a monstrous Subaru Impreza. Or Mitsubishi Lancer, Toyota Corolla and Escort Cosworth for that matter. Attention to detail is what makes the game unbeatable as a simulator, but that Codemasters touch is what also makes it one of the best PlayStation racers.

[Above] Ignoring the pile of exotic magazines, Colin shows you what to do in the next training test by playing you a video tape and commentating. Smart.

REAL TV

Colin McRae Rally's realism is really quite stunning. The creators at Codemasters must have watched hours of TV coverage to get so many elements right in the graphics alone. Just compare the screenshot to the real thing.



[Above] Change your setup and repair the parts of the car that you've broken to the authentic sound of pit lane-style machinery.

you start to play.

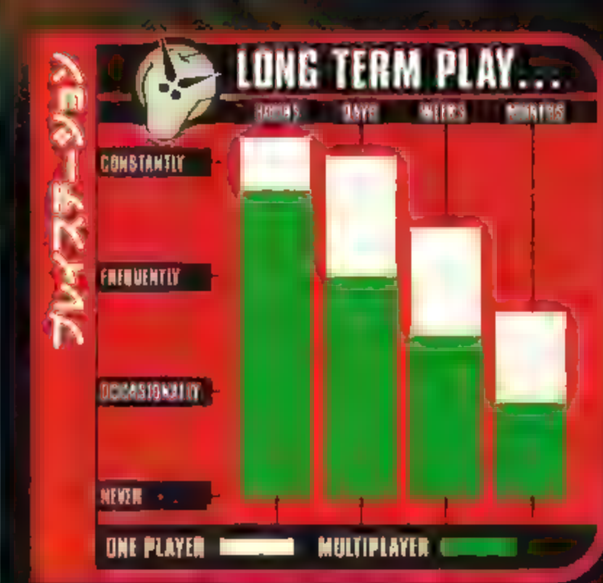
atmosphere can be found.

[Above] Night stages are atmospheric, but the centrally mounted headlights won't smash like all

[Above] Even though the stages can be lengthy, the replays are usually watchable and they make you look good.

10,000 COLIN McRAE DEMO CDS

Available exclusively to Play readers



PLAY

LOOKS	●●
SOUNDS	●●●●●●●●●●
GAMEPLAY	●●●●●●●●●●
VALUE	●●
CYLINDERS	●●●●●●●●●●

93%

Rally gaming at its best!

Alternatively:
Rally Cross 85%
V-Rally 87%

N2O

The traditional shoot-'em-up lives! Even if it is inside a drinking straw...

Written By Graeme Nicholson

The original

'laughing gas' that now propels whipped cream from the can to your cherry pie and provides that extra boost to the engines of dragster race cars, Nitrous Oxide (N2O) now has its very own game, too.

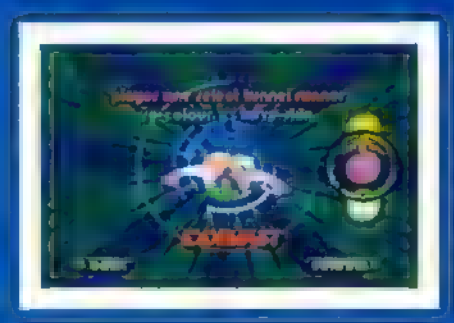
Gremlin's *N2O* is a shoot-'em-up in the old fashioned sense, where you blast an ever growing army of insectoid monsters to bits by rapidly firing a laser gun mounted on your little ship. As the ship is rotated around the edge of a tunnel with enemies streaming towards the screen, it has to be said that *N2O* owes a lot to the arcade classic, *Tempest* for its concept. But at least you don't have to use a big volume knob to fly the thing.

N2O dresses up the basic gameplay with some striking graphics though, light years ahead of *Tempest X3's* visual cunning. As the tunnel spins one way, then the other, hundreds of glowing laser bolts slither into the distance, purple beams of light bounce around, halos of stars whizz about the ship, giant insects scuttle towards you and explode, and countless other effects occur spontaneously. Millions of colours shine on the surrounding tunnel walls, and lens flares leap out at you at a rate of two or three a second. It's wildly disorientating.

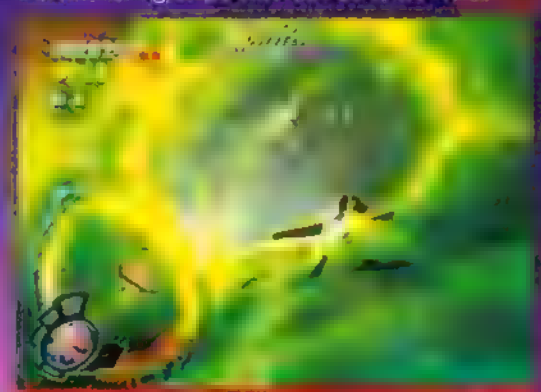
PLAY information

Publisher: Gremlin
Customer support: 0114 272 2653
Price: £39.99
Release date: July '98

One Player · Multiple Players · Memory Card · Dual Analogue · Split Screen



[Above] Shoot a clear path through the Black Widow spider's web or you'll be toast! [Inset] Choose a cool Tunnel Runner, then paint it your own day-glo colours and apply some wacky textures.



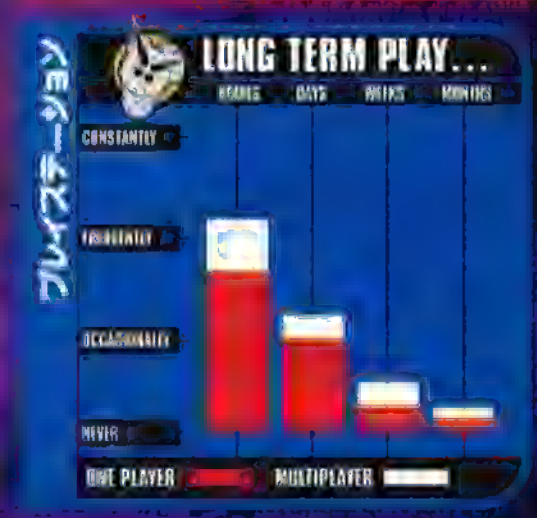
[Above] Even in this early level, the tunnel itself is organic and wobbles around confusingly.

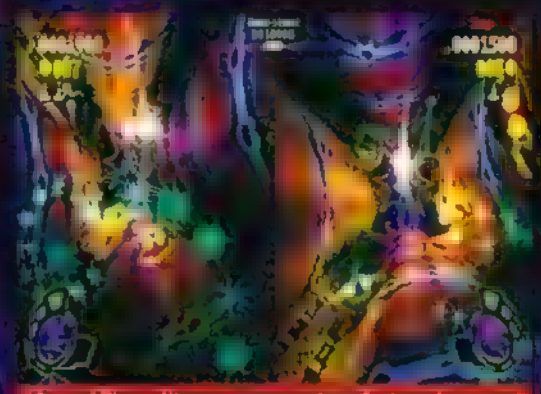
Main Vein

The more overgrown insects you shoot, the faster your Tunnel Runner ship goes (as it's fuelled by the Nitrous Oxide from the enemies) and as you pass through the 30 levels the game becomes increasingly more psychedelic, with a pleasant hypnotic effect – enhanced by the well-suited Crystal Method soundtrack.

Although it must take some technical accomplishment to use so many PlayStation tricks at once, by the time you pass the game's halfway mark you can't help but think it would have benefited from some tasteful restraint. The screen becomes so overrun with activity that important things like power-ups and dangerous obstacles are tough to identify. As the after-pub experience that it's intended to be, *N2O* works fine if you only play a couple of levels each time. Sit down and play for longer though, and the monotony of an endless tunnel soon sets in. The perfect compromise would have been to sell N2O at a knocked down price, but that isn't going to happen. As it stands, *Tempest* and *Space Invaders* lovers only need apply.

> "Owes a lot to that classic *Tempest*..."





[Above] The split screen game stays fast, and you can choose to donate lives to each other. How touching!

PLAY

LOOKS	●●●●●●●○○○
SOUNDS	●●●●●●●●●○
GAMEPLAY	●●●●●○○○○○
VALUE	●●●○○○○○○○
MOLECULES	●●●○○○○○○○

70%

What a gas!

Alternatively:
Tempest X3 86%
Nanotek Warrior 76%

CRIME KILLER

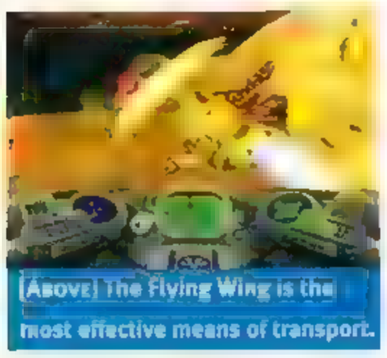
FAST CARS, HUGE EXPLOSIONS AND FREE REIGN IN THE CITY. WHAT MORE COULD ANY SELF-RESPECTING ROZZER WANT?

Petrol is a thing of the past as huge corporations have developed cheapo light-powered battery packs to run virtually everything – weapons included. The upshot of this is a world where crime runs rampant in the cities and only you, playing a rookie cop with an itchy trigger finger, can redress the balance.

Crime Killer is a 3-D drive 'n' shoot-'em-up, akin to *Auto Destruct* and *G-Police*, where you partake on increasingly dangerous missions patrolling the confines of a busy metropolis. Or not so busy in this case! Only a handful of cars skit around the barren streets and structures of the 15 or so stages, but you have three wonderfully-responsive vehicles to give chase and unleash a potent range of weapons. These include a police car, motorbike and flying wing, each of which is a doddle to control and packs enough firepower to destroy a small planet. Unfortunately, you can't destroy huge chunks of scenery, but there's an abundance of testosterone-fuelled gunplay to compensate.

PLAY information

Publisher: Interplay
Customer support: 01628 423666
Price: £44.99
Release date: Out now

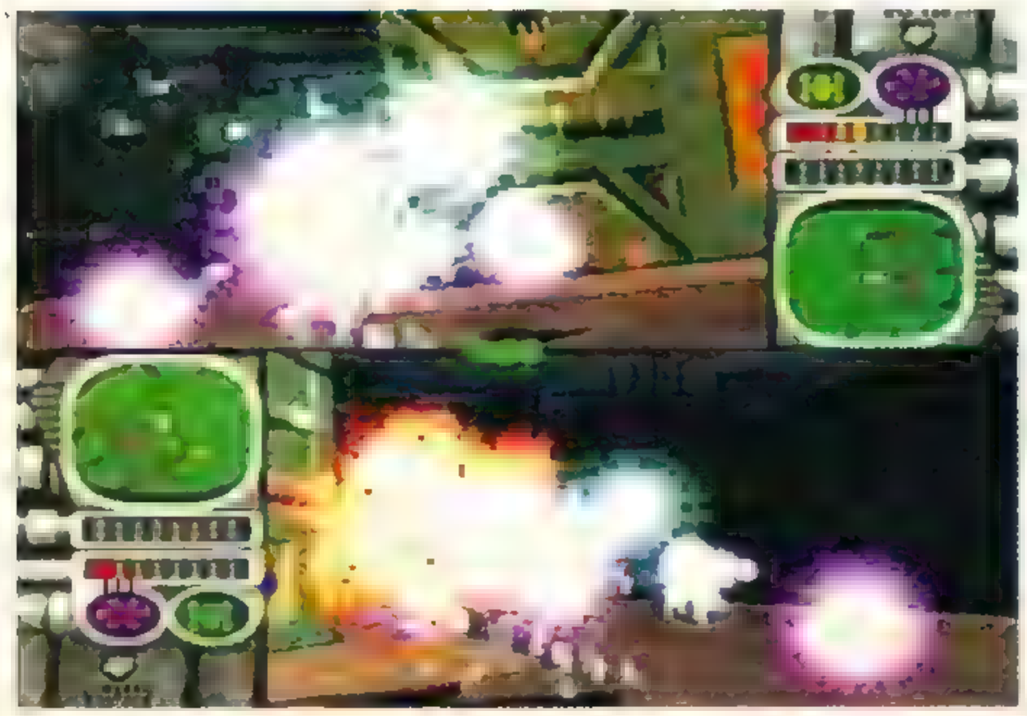

[ABOVE] The Flying Wing is the most effective means of transport.

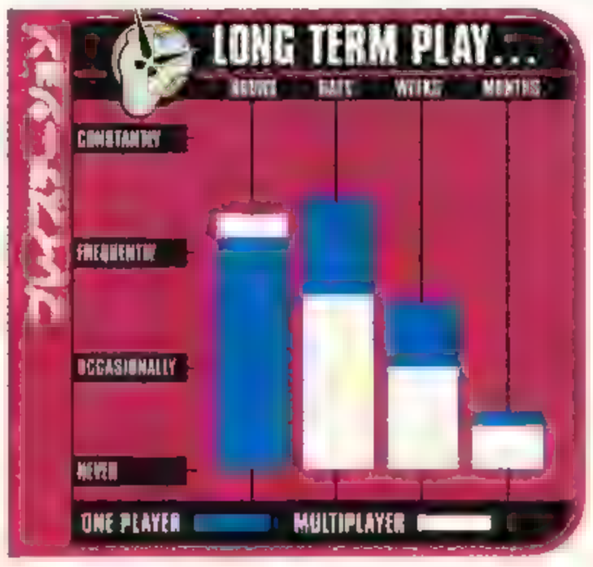
DARK CITY

Each stage consists of about ten interconnecting sub-missions, which goes a long way to building up the excitement in preparation for the inevitable showdown with a heavily-armed boss. There's not that much by means of variety however. Levels consist of either a rescue, pacification, or hunt and kill scenario. The game is designed so that your heart beats faster than a fleeing shoplifter as you try desperately to avoid oncoming traffic, which has an irritating habit of getting in the way. This isn't helped by an incredibly-short horizon, so head-on collisions are commonplace, and if the shields take too much of a battering, your car begins to take on the appearance of a crushed can. The difficulty level is spot on, and by the end of most missions the steering is totally shot and the shields are left lower than a weasel's wedding tackle. *Crime Killer* is exhilarating and bags of fun for quite a few levels, especially with the inclusion of the two-player option, but as soon as you work out where energy pick-ups and weapons are repeatedly dropped, the challenge begins to wane.

[ABOVE] The bike is the most agile, but seems to have the weakest shields. Good for catching up some of the faster felons. [INSET] Sometimes you must bring about justice via a less violent method.

"Bags of fun for a few levels but soon wanes..."





PLAY

LOOKS	●●●●●●●○○○
SOUNDS	●●●●●●●○○○
GAMEPLAY	●●●●●●●○○○
VALUE	●●●●●●●○○○
ARRESTS	●●●●●●●○○○

78%

Samey, but delivers action thick and fast

Alternatively:
Auto Destruct 84%
G-Police 84%

Written By Tom Sargent

PARASITE EVE

The Big Apple is engulfed in a full-scale DNA disaster, and time is ticking by for judgement day.

Written By Ryan Butt

Fret as we did about reviewing this game on Japanese import, we decided that after playing it relentlessly for the past month, we were clued-up enough on its theme and content to give it a go.

Parasite Eve isn't your normal everyday RPG... it's a full scale epic that completely engulfs you from the off and squeezes out so many different emotions that after a long stint, you're left wondering whether you really do like it or not.

PLAY information

Publisher: SquareSoft
Supplied by: The Video Game Centre (01202) 527314
Price: £69.99
Release date: Out now

Fire Starter

The action commences in New York on Christmas Eve and the city is buzzing with all the usual pre-Chrimbo mayhem, but nobody, especially us, was prepared for the wrath that was soon to strike. The game opens with a cosy night at the opera but soon after the attractive female lead bursts into thunderous song, the whole audience goes up in smoke. For us, this is perhaps the most dramatic and chilling opening to a game ever, and the CG generated movie clips that show it are absolutely out of this world. Female cop Aya Brea survives the carnage and sets off on a *Resident Evil* style adventure to track down the sinister singer (Eve) and stop her/it from destroying the world. You see, Eve harbours the power to control mitochondria (the driving force behind living cells) and can manipulate it to deform and mutate the host, transforming people and animals into killing machines.

It is this cunning ability that Eve uses to construct an army of evil with which to throw Aya off the scent. The action is played and viewed in the *Resident Evil* style with the player controlling Aya and moving her around pre-rendered backgrounds. However, the styles differ when it comes to combat because *Parasite Eve* utilises the same turn-based structure seen previously in games such as *Chrono Trigger* and *FFVII*, the main difference is that the battles are played in a real-time environment so you can run around the confined area and dodge enemy attacks whilst waiting for your power to charge up.

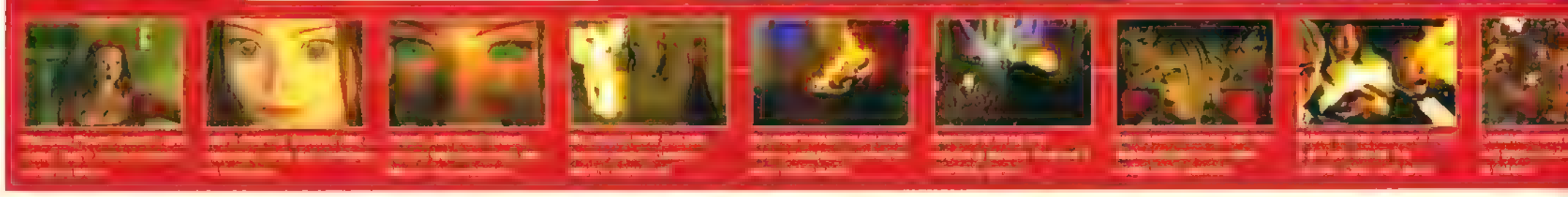
The are absolutely hundreds of battles to be had in the game. You could be happily walking along a street or corridor and from out of nowhere, several snarling beasts will appear and go for you. The more you fight and win, the more experience points you get, and with these come magic spells that Aya can use to replenish energy or assist in inflicting greater amounts of damage onto the bigger enemies.

Parasite Eve also invites the player to explore and search obscure areas for objects, and this is where one of the main faults arises. You see, there are absolutely loads of items to collect and your inventory

MITOCHONDRIA EXPLAINED

In *Parasite Eve*, the main baddie, Eve harbours the power to control and mutate mitochondria... but what the bloody hell does that mean? Mitochondria (pronounced my-toe-con-dree-a) is a word derived from two Greek words – mitos, meaning thread, and chondros which means small cartilage. Mitochondria are the powerhouses of the living cell because they produce the cell's chemical energy (ATP). These organelles take in glucose and oxygen and break them down to provide ATP.

FIRE STARTER



THAT'LL COST YA!

There are many dramatic CGI sequences in *Parasite Eve*, all of which are filmed with fantastic Hollywood blockbuster precision. Here is one of our favourites...

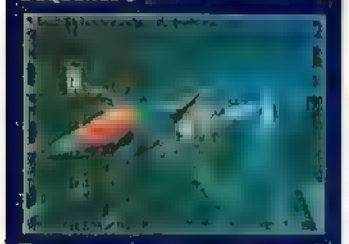
Sequence 1

A crack-squadron of fighter planes is scrambled to vanquish Eve, however, as they home-in on the target, Eve starts playing games and messes up the minds of the pilots.

Sequence 2

Oh dear, it's getting nasty now as the pilots explode in a stagnant, pusey mess of flesh and chunky bits. Never underestimate the power of a woman!

Sequence 3



The plane inevitably starts to plummet out of control as the mass of mushy pulp in the cockpit fails to get a firm clasp of the joystick and bring it back under control.

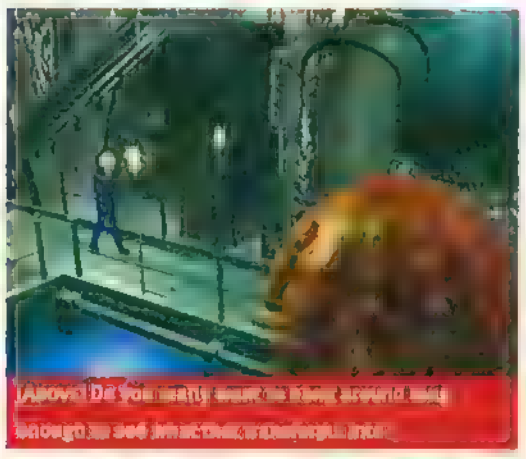
Sequence 4

Boom! The seeping remains of the pilot is condemned to a fiery grave as the plane crashes into a skyscraper and explodes. That's one in the pocket for the tax-payer then! Again, fantastic graphics and direction.

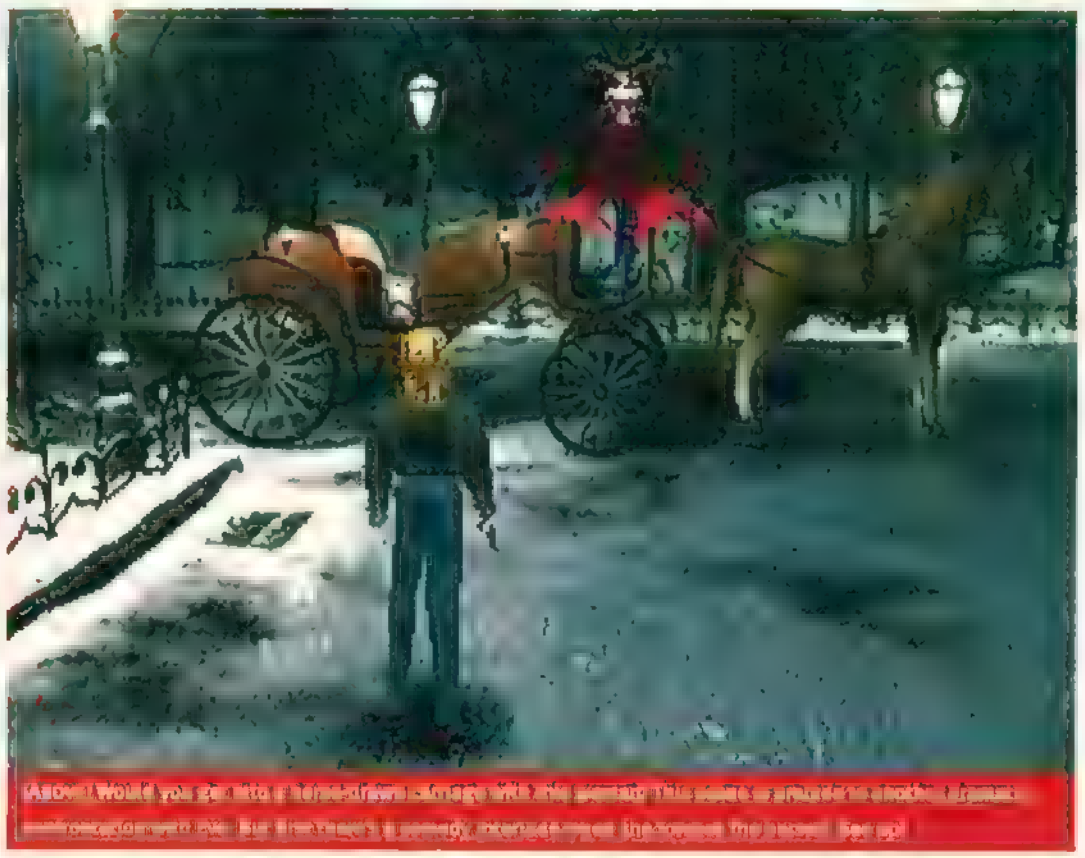
Above: Watch the road! Aya gets a grilling from the superior air route to more downtown devastation.

Above: The focus of her mission: Aya with some powerful magic. You can avoid it if you're fast enough.

Above: The perspective zooms out to show some of the bigger monsters, like this gigantic, scary spider.



Above: Do you really want to hang around long enough to see the action straight into...



Above: Would you go into a tomb-filled sewer, knowing that the scaly creature lurking inside is a mutated evil? But there's a remedy, otherwise you wouldn't be here. Sorry!

"CG generated clips are out of this world..."

only contains a limited amount (you even get extra objects for defeating enemies so they're sure to accumulate quickly) which leads to annoying discarding of objects just because you haven't the room to carry them. This is where those infinite chests in *Resident Evil* became so handy. It's the same with keys, you use them and unlike Resident Evil, once they've served their purpose there is no option to ditch them, so you end up lugging them all around with you.

Judgement Day

One thing that we really did like about this game was the arsenal, there are loads of tasty shooters to be found, all of which can be upgraded via enhancement tools to pack a real punch. Ammo also seems to be plentiful, so you probably won't have to worry too much about running out at crucial moments.

Another thing about *Parasite Eve* that struck us as being a tad lame was the sluggish running speed of the thing. Controlling Aya at walking pace is painfully slow, but if playing with a Dual Analogue pad you probably won't notice because the further you press the stick in any direction, the quicker Aya moves (it is billed as being Dual Shock compatible, but don't expect any shakes from this game!) Playing the Japanese game is also a pain because you completely lose out on the intense plot, and during the heavy confrontational sections with the other characters in the game, you're left grumpily pressing the action button to flick through the reams of Jap text.

If you persevere though, you can play through the game reasonably enough and the CGI cut scenes are probably the best ever seen in a video game (the creature-mutation clips could almost be taken straight out of the classic John Carpenter movie re-make, *The Thing*). However, it isn't without fault and what with it being a Japanese import, these problems are compounded by the language barrier. It's just a shame there are no plans for an official version.

PLAY

LOOKS	●●●●●●●●●○
SOUNDS	●●●●●●●●●○
GAMEPLAY	●●●●●●●●○○
VALUE	●●●●●●●○○○
MUTATIONS	●●●●●●●●●○

87%

Splendidly horrific adventure horror!

Alternatively:
Final Fantasy VII 93%
Resident Evil 2 91%

MEN IN BLACK

REGISTERING TEN ON THE 'BAD GAME-O-METER', *MIB* SHOULD BE KEPT A MILLION LIGHT YEARS FROM YOUR CONSOLE...

Hmm, one review of this popped up several months ago with a 90% tagged onto the end, and now it slips into the shops without us getting a whiff of it... until it was too late.

The evidence is *Men in Black* is a major-league turkey. On a charitable day, some might argue that it's a poor man's *Resident Evil*, well, not so much poor, more blind, skint and destitute. There are so many flaws in the gameplay, that it's difficult to know where to begin. You play from a third person perspective on the streets of New York, frozen wastes of the Antarctic and somewhere in the Amazon, but the predetermined view on each static screen ensures unnecessary disorientation throughout.

The same could be said of Capcom's blood-soaked masterpiece, but *MIB*'s dismal graphics, a stumbling control system and turgid colours are an insult to the senses. Some sections of the screen don't even look finished and just trail off into black density. What's more, the plot doesn't revolve around the film; the whole thing seems to have been hammed together with scant regard given to immersing the player into cloak and dagger world of agents J and K.

SPECIAL K

Even the cut-scenes are laughable. Every time your character dies, (which is often, due to the absence of a discernible learning curve), you're treated to a shoddy cartoon cut-scene, rendered in the style of a Sixties *Batman* punch-up. In most instances, you're too busy wrestling with the dreadfully-inept control system to enjoy the game's more exploratory and gun-totting moments.

Targeting and shooting enemies has been horribly implemented and complicates, what should be a straight-forward action sequence unnecessarily. To add insult to injury, if one of the badly animated goons or aliens decides to shuffle towards you, a lethargic fisticuffs ensues until one of you dies of boredom. There are only four missions to speak of, including the New York chase sequence at the beginning, but you soon realise that longevity doesn't play a serious role with *Men In Black*, because you'll be reaching for the 'Off' button long before the story unfolds. Do yourself a favour and use the Neurolyser on yourself to forget all about this waste of a great licence. Thanks for nothing, guys.

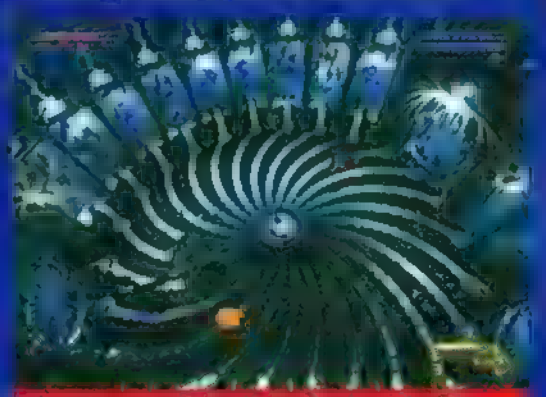
"Dismal graphics, turgid colours, poor controls!"

PLAY PUTRID

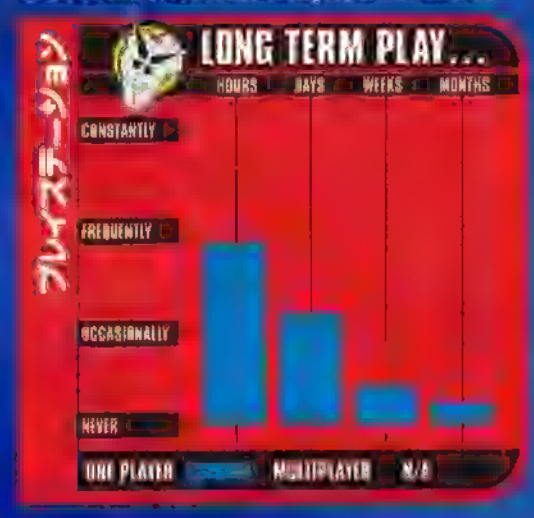
(Above) Both Will Smith and Tommy Lee Jones have been digitised. However, their expressions are unrecognisable. (Below) Using even the simplest of textures can be a painstaking process. Freedom of movement is very restricted.

ONE PLAYER | MEMORY CARD

(Above) All the action takes place from a third person perspective.



(Above) You soon bump into a few mangy-looking aliens. Kill, kill, kill, is the way to go, I s'pose.



PLAY information

Publisher: Gremlin
Customer support: 0116 273 8601
Price: £44.99
Release date: Out Now

PLAY

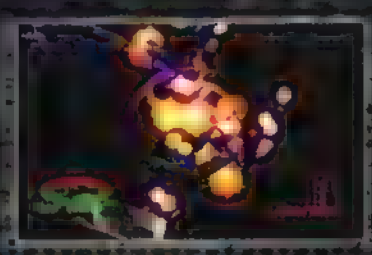
LOOKS	●●●●●●
SOUNDS	●●●●●●
GAMEPLAY	●●●●●●
VALUE	●●●●●●
FIGHTS	●●●●●●

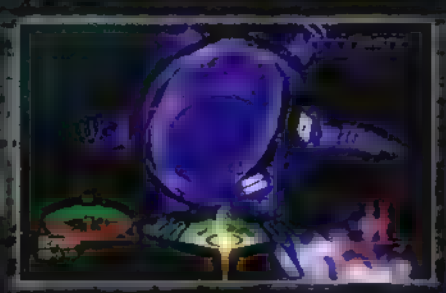
35%

Painfully unplayable movie tie-in

Alternatively:
Resident Evil 2 96%
Overblood 86%

FRANTIC ARCADE ACTION





Link Cable compatible

Analog Controller compatible

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BATMAN & ROBIN

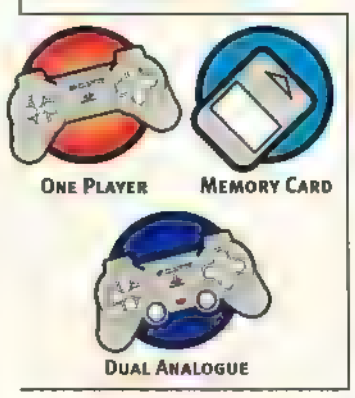
The Dark Knight returns for a console showdown with a giant ice-pop and a flower-powered femme fatale!

Hands up those of you who thought the silver-screen version of *Batman & Robin* was utter crap. Good, that's all of you then. The game, based loosely around the film, is much better, but considering its many excellent features, it still looks 'bolted-together' – the result, no doubt, of a prolonged development schedule.

Batman's evil nemesis, Mr Freeze, has let loose a cold front of crime on the beleaguered citizens of Gotham City and only by controlling the infamous nocturnal crime-fighting trio, can you hope to stop this frosty freak and his ally, the creepy Poison Ivy. Set in and around the neon-lit streets of Gotham City, you must combine your detective cunning with fighting and driving skills to outwit the devastating duo and their band of cronies. *Batman & Robin* is a third-person action adventure set over three real-time nights, where players can freely explore every nook and cranny of the city for clues.

PLAY information

Publisher: Acclaim
Customer support: 0171 344 5000
Price: £39.99
Release date: Out now



Ice To See You

Although the story gradually unfolds, gameplay is refreshingly non-linear, but the new spooling technique which leaves the entire city ripe for exploration, isn't anywhere near as good as we'd hoped. The streets and locations look suitably detailed and moody, but at certain junctures, the game pauses to load in a new chunks of data and the horizon is frighteningly short – cars, vans and armoured aggressors appear from nowhere in front of you and unless you shoot constantly your chosen form of transport explodes, following a couple of collisions. A great pity, because driving one of the ultra-sensitive, but beautifully-designed bat-vehicles is fun, if a little precarious at times. On arrival at a crime scene, you take control of your chosen character, each with their unique powers that help or encumber you depending on the location, and attempt to thwart the theft of a valuable item, but Freeze or Ivy get there too. You can find hidden rooms and solve puzzles to gain

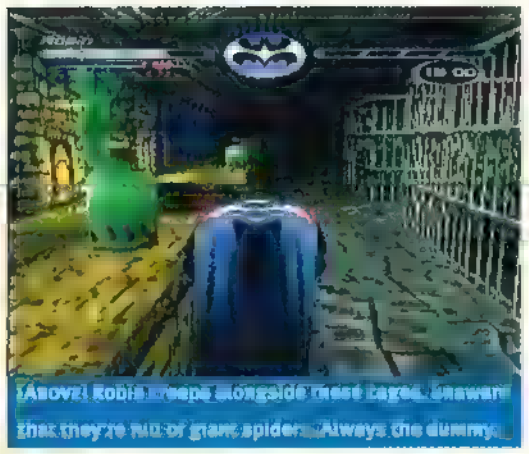
> "Each character is exquisitely detailed..."

(Above) The Batmobile is a gorgeous creation, but the handling is far too tricky for the narrow streets of Gotham. It also looks a bit dinky! (Insert) Batman casts an approving eye across Poison Ivy's rear view. These ne

(Above) Careering down the streets of Gotham... shoot anything that gets in your way, except pedestrians.

(Above) Batman laces off with a brace of frozen zombies wielding hockey sticks. (Insert) Hidden in the confines of Wayne Manor is a secret training ground designed specifically to hone your crime-fighting skills.

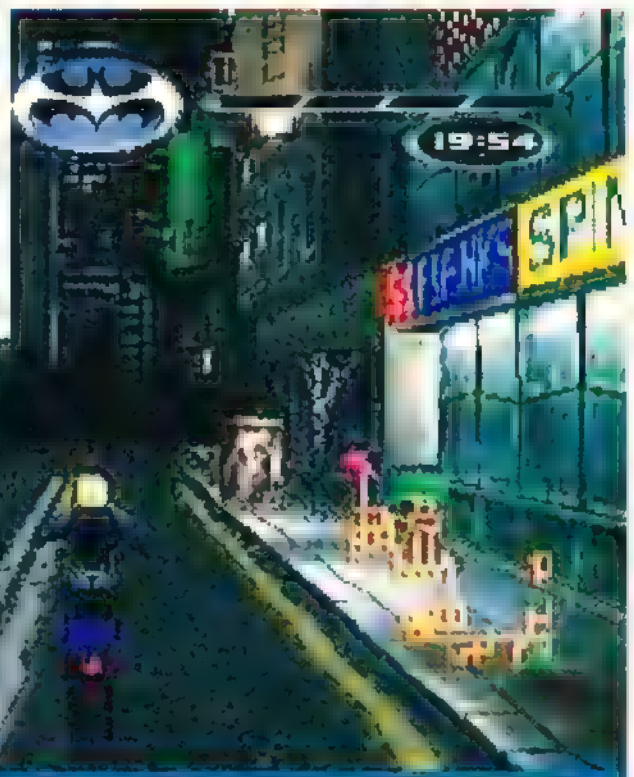
Written By Tom Sargent



(Above) Robin creeps alongside these cages, unaware that they're not of giant spider. Always the dummy.

GOLDEN OLDIES

LAST USED TO LOOK, WITH ADAM WEST, BURT WARD AND YVONNE CRAIG. AND [illegible] UNTIL THE *BATMAN FOREVER* MOVIE.



(Above) Batgirl arrives in ultra-fast, turbo-charged motorcycle through the streets of Gotham looking for clues and avoiding the oncoming traffic. The scenery is spooled from the CD and monopolises a suitably sorry fate.

BATBITS

MOST OF THE 20 ODD PROJECTILE GADGETS AND WEAPONS ARE PRETTY SELF-EXPLANATORY, BUT HERE ARE A SELECTION OF THE BEST YOU CAN FIND SCATTERED AROUND GOTHAM CITY TO MAKE CRIME-FIGHTING EASIER...

Knuckleduster

[illegible] KNOW WHO'S BOSS WITH A BATPOWERED PUNCH.

Tazer

A [illegible] STUNNING WEAPON [illegible] ALWAYS COMES IN HANDY.

Laser

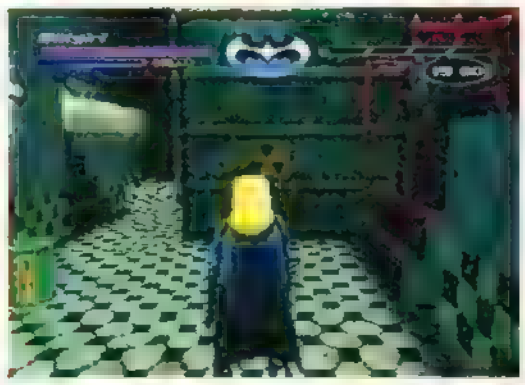
CUTS THROUGH [illegible] ANYTHING IN A BLAST OF LIGHT.

Batnet

FIRES A CAPTURE NET AT ANY ENEMIES WANDERING IN RANGE.

Batarang

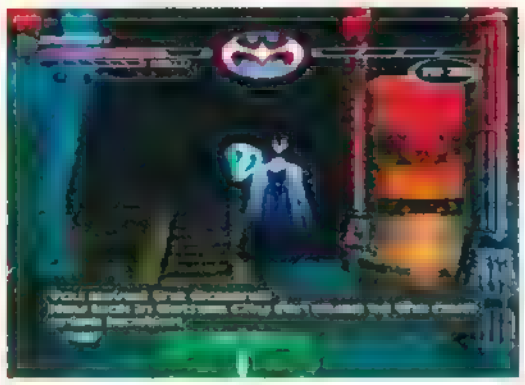
THE OLD FAITHFUL: IT COMES BACK EVERY TIME. ESSENTIAL!

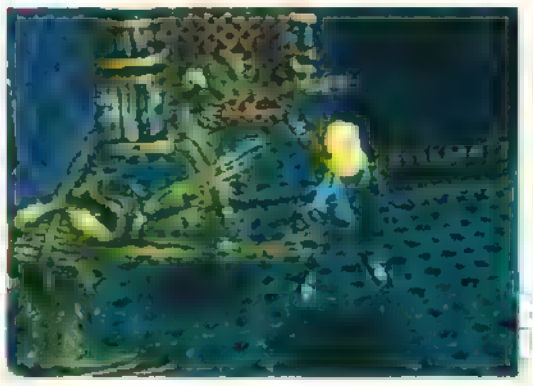


weapon enhancements, health and clues as to the whereabouts of the next crime.

CHILL OUT

After gathering any number of clues, off you flap to the Batcave, where you can replenish your energy and process scraps of information on the multi-purpose Batcomputer and check e-mails. By zooming-in, combining and analysing recovered fragments you can build a picture of the next crime, including who will be there, at what time it'll occur and what the booty is.





At the mansion, you can practice your fighting skills, recharge power cells and energy and swap between the three amigos – each of whom is exquisitely detailed and animated. The control system is flawed however, especially when trying to negotiate obstacles and enemies within the *Tomb Raider*-esque locations. The roving camera also suffers from an infuriating lack of indecision when you venture into certain areas. Very annoying. *Batman & Robin* is heaving with gadgets and weapons – from rocket boots, baterangs and magnesium flare bombs, to ice blades and oxygen masks. If you're a fan of the caped crusader don't hang around – it offers a lengthy challenge both cerebrally and from an action perspective, but at the end of the (third) day it just looks a bit ragged around the edges and after the initial promise, fails to deliver.

PLAY

LOOKS	●●●●●●●●●○○
SOUNDS	●●●●●●●●●○○
GAMEPLAY	●●●●●●●●○○○
VALUE	●●●●●●●●●○○
BATS	●●●●●●●●○○○

78%

Half-decent movie spin-off with lasting challenge

Alternatively:
Resident Evil 2 96%
Tomb Raider 2 95%

XENOCRACY

MURDER INDISCRIMINATELY, WHILE HOLDING THE BALANCE OF POWER IN A WAR-TORN SOLAR SYSTEM... WHAT MORE DO YOU WANT?

Doffing its cap

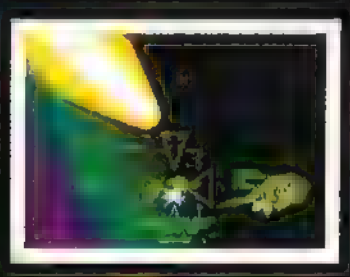
gratefully to *Babylon 5*, *Colony Wars* and the grand-daddy of them all, *Elite*, *Xenocracy* plunges you into the ruthless world of space combat, politics and economics. Four planetary superpowers (Earth, Mars, Mercury and Venus) are on the verge of Armageddon, and only you playing the mercurial Wing Toucher – commander of a specially created peacekeeping force – can quell the burgeoning tension currently bubbling over in the Solar System. Look a bit closer and dig a little deeper though, and you soon discover that beneath this superficial veil of political intrigue and pseudo-economics, lies a straight forward mission-based 3-D shoot-'em-up.

As long as you maintain the balance of power between the four superpowers, you are given free reign to destroy virtually everything in your path, which is initially good fun, given the diversity and aggression of your foes. The graphics aren't in the same league as the ground-breaking *Colony Wars*, especially the explosions and lack of advanced lighting effects, but the detailed textures on each ship, although similar to those in *Babylon 5*, look good.

"A straight forward mission based blaster!"

PLAY information

Publisher: Grolier
Customer support: 01865 264800
Price: £39.99
Release date: June

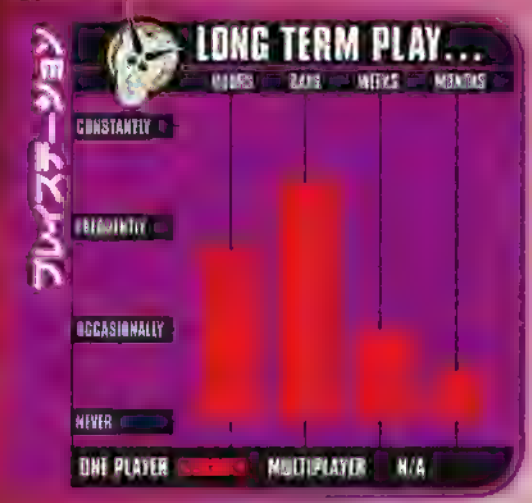


[Above] To keep things interesting, ground-based missions pop-up at regular intervals. [Inset] This is where you decide who needs help and who needs a kicking. Red exclamation marks denote a hot spot.

[Above] Although not as visually impressive as *Colony Wars*, *Xenocracy*'s graphics are pretty good. Your weapons have been beefed-up considerably since the preview version.

Get Your Ass To Mars

The control system feels natural too, and compliments the frantic pitching and rolling required to gain a visual lock-on. As you make and break your allegiance to maintain the status quo, you pump funds into new weapons, ships and gadgets. If you can't be bothered to play in the Simulation mode, where resource and management break up the shoot-'em-up sequences, there's an optional Arcade mode, which alleviates the pain of decision-making, and gives your trigger finger a good work out. The former is by far the better, though, offering over 70 divergent locations, ranging from deep space clashes to ground-based assault and reconnaissance missions. After a successful incursion, or even a complete failure, amusing news clips inform you of all the reactions within the system. *Xenocracy* certainly won't shake the foundations of gaming as we know it, as it doesn't grab you in the intergalactic epic sense, and the interface is ropy, but if you can't wait for *Colony Wars: Vengeance*, it'll fill the gap.



PLAY

LOOKS	●●●●●●●○○○
SOUNDS	●●●●●●●○○○
GAMEPLAY	●●●●●●●○○○
VALUE	●●●●●●○○○○
STARS	●●●●●●●○○○

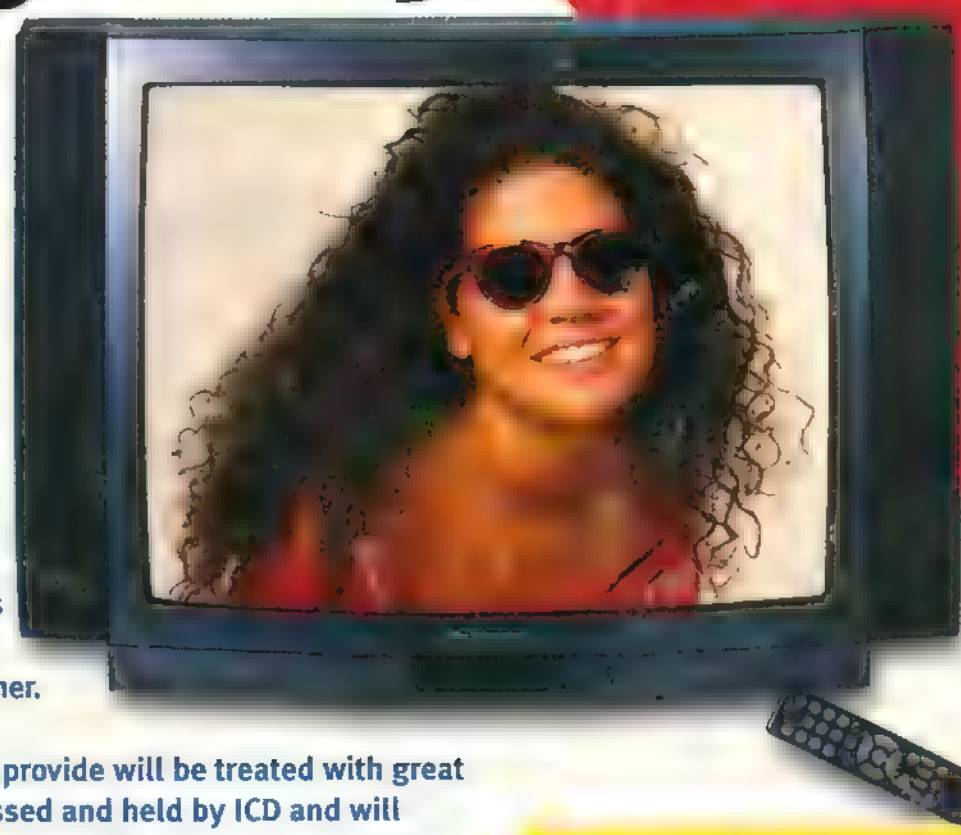
70%

Not an epic, but fun and engrossing

Alternatively:
Colony Wars 92%
Wing Commander IV 67%

COMPLETE THIS FORM AND YOU COULD WIN A 33 INCH SCHENEIDER TV WORTH OVER £1,200!

PLAY Customer Survey 1998



The PlayStation is the most successful games console in history!

More sales, more games, more hype – Sony has done a fantastic job making the famous grey box the number one leisure accessory for the seriously cool.

Even now, nearly three years after its UK launch the PlayStation is still going strong and featuring the best software ever created. *Tekken 3, Gran Turismo, Resident Evil 2, Earthworm Jim 3D, Metal Gear Solid,* – gaming doesn't get much better than this...

As a valued reader of PLAY & POWERSTATION, your opinions really count, and we want your feedback to make the magazine even better. But of course we're not asking you to fill in this survey without some kind of reward – and what a fantastic prize it is – a 33 inch Scheneider TV worth £1,200! All you have to do to stand a chance of winning this great prize is to fill in the following questionnaire and send it back to the address provided.

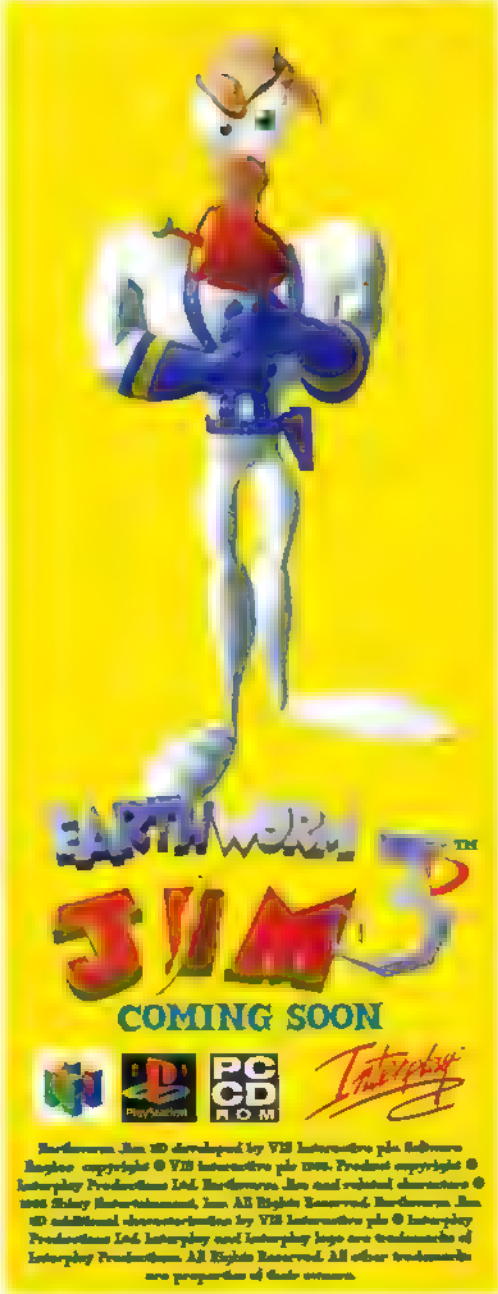
This survey has been compiled and produced with the help of ICD Marketing Services Limited, a company specialising in this field, and is designed to provide us with a complete picture of the people who read PLAY MAGAZINE and to help us focus our efforts meeting the needs of all our readers.

It is important that we involve as many of our readers as possible, so please spare a few minutes of your time to complete the survey. The questions are straightforward and you are under no obligation to answer them; some questions are about you and, if appropriate your partner.

Any information you provide will be treated with great care. It will be processed and held by ICD and will always be safeguarded under the terms and conditions of the Data Protection Act.

All answers will be used, both by ICD and ourselves, for analytical and marketing purposes and may be passed onto other organisations. They may wish to send details of products and services that are likely to be of interest to you, based on your answers. If you would prefer not to receive these offers, please tick the space at the end of this survey.

This survey is brought to you by Interplay Productions, world-wide publisher of award-winning PC, PlayStation and N64 games, home of *MDK, Star Trek: Starfleet Academy* and forthcoming smash hits *Earthworm Jim 3D, Messiah* and *Wild 9*. And Department 1, number one for mail order.



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Interplay

Section 1 Name & Address In order to enter the prize draw, you are required only to complete sections 1 & 2

1. Please give your name in the way you should be addressed.

Mr 1 ☐ Mrs 2 ☐ Miss 3 ☐ Ms 4 ☐ Other 5

Surname

Forename

Address

Town

County

Postcode

Telephone 0 1

2. Marital Status

Single 1 ☐ Married 2 ☐ Divorced 3 ☐
Widowed 4 ☐ Living with partner 5 ☐

Partner's surname

Partner's forename

3. Your date of birth

4. Partner's date of birth

5. Are you: Male 1 ☐ Female 2 ☐

6. Your e-mail address: .....

7. If you're under 18 and live with your parent(s)/guardian, please state which:
Parent(s) 1 ☐ Guardian 2 ☐

Section 2 About You & Play Magazine

1. What made you buy this issue of Play?

I subscribe *(please go to question 5)*	1 ☐	A friend recommended it	6 ☐
I buy every issue	2 ☐	Passed onto me by a friend/relative	7 ☐
I saw it advertised	3 ☐	To read a particular article	8 ☐
The cover looked interesting	4 ☐	To see the advertisements	9 ☐
The free booklet on the front cover	5 ☐	Other	0 ☐

2. Where do you normally buy your copy of Play?

High street newsagent	1 ☐	Rail/Tube station kiosk	5 ☐
Local newsagent	2 ☐	Supermarket	6 ☐
Passed onto me by a friend/relative	3 ☐	Other	7 ☐
Petrol station	4 ☐		

3. Have you ever had a problem finding Play in a shop?
Often 1 ☐ Sometimes 2 ☐ Never 3 ☐

4. Would you be interested in subscribing to Play?
Yes 1 ☐ No 2 ☐

5. Do you buy a review based magazine and a cheats based magazine as a package?
Sometimes 1 ☐ No, but might in the future 2 ☐ No, I don't 3 ☐

6. How many people, apart from yourself, will read or have a look at this copy of Play?
No one else reads it 1 ☐ 1-3 2 ☐ 3-5 3 ☐ 5+ 4 ☐

7. How often do you buy the following magazines?

	Subscribe	Regularly	Occasionally	Never
Other PlayStation titles				
Essential PlayStation	01 ☐	21 ☐	41 ☐	61 ☐
Official PlayStation magazine	02 ☐	22 ☐	42 ☐	62 ☐
PlayStation Plus	03 ☐	23 ☐	43 ☐	63 ☐
PlayStation Power	04 ☐	24 ☐	44 ☐	64 ☐
PlayStation Pro	05 ☐	25 ☐	45 ☐	65 ☐
PlayStation Extreme	06 ☐	26 ☐	46 ☐	66 ☐
PlayStation Solutions	07 ☐	27 ☐	47 ☐	67 ☐
PowerStation	08 ☐	28 ☐	48 ☐	68 ☐
Other Games titles				
Nintendo 64 magazines	09 ☐	28 ☐	49 ☐	69 ☐
PC Games magazines	10 ☐	29 ☐	50 ☐	70 ☐
Other console magazines	11 ☐	30 ☐	51 ☐	71 ☐
Non-games titles				
Cars	12 ☐	31 ☐	52 ☐	72 ☐
Film	13 ☐	32 ☐	53 ☐	73 ☐
Football	14 ☐	33 ☐	54 ☐	74 ☐
Lifestyle	15 ☐	34 ☐	55 ☐	75 ☐
Music	16 ☐	35 ☐	56 ☐	76 ☐
Science fiction	17 ☐	36 ☐	57 ☐	77 ☐
Travel	18 ☐	37 ☐	58 ☐	78 ☐
TV	19 ☐	38 ☐	59 ☐	79 ☐
Other	20 ☐	40 ☐	60 ☐	80 ☐

8. How many PlayStation games do you intend to buy / receive as a present over the next 6 months?
None 1 ☐ 1-3 2 ☐ 4-6 3 ☐ 7-12 4 ☐ 12+ 5 ☐

9. Where do you normally buy your games from?

Mail order	1 ☐	High street retailer	2 ☐
Local specialist shop	3 ☐	Don't usually buy games, swap with friends	4 ☐

10. If we were to set up a 0891 number, for competitions and information in general, would you call us?

	Competitions	Information	Both
Yes	01 ☐	05 ☐	09 ☐
Maybe	02 ☐	06 ☐	10 ☐
No	03 ☐	07 ☐	11 ☐
Definitely not because of cost	04 ☐	08 ☐	12 ☐

11. Which of the following consoles you you use?

3DO	1 ☐	Nintendo Game Boy	2 ☐	Nintendo SNES	3 ☐
Nintendo 64	4 ☐	PlayStation	5 ☐	Sega Saturn	6 ☐

12. How much more would you be willing to pay for Play before price became an issue?

£1	1 ☐	50p	2 ☐	20p	3 ☐
10p	4 ☐	Nothing	5 ☐		

13. When you have finished reading your copy of Play, will you?
Keep it for reference 1 ☐ Pass it onto someone else 2 ☐ Discard it 3 ☐

14. Which of the following cover mounted freebies do you prefer?
Key ring 1 ☐ Poster 2 ☐ Review 3 ☐
Tips/cheats books 4 ☐ Video 5 ☐

15. How do you rate the following sections in Play magazine?

	Great	Okay	Weak
Covers	01 ☐	07 ☐	13 ☐
News (Wired)	02 ☐	08 ☐	14 ☐
Play List	03 ☐	09 ☐	15 ☐
Previews (Wired Up)	04 ☐	10 ☐	16 ☐
Reviews	05 ☐	11 ☐	17 ☐
Tips	06 ☐	12 ☐	18 ☐

16. Have you ever bought an import copy of a game?
Yes 1 ☐ No 2 ☐

17. Do you trust the reviews in Play?
Always 1 ☐ Sometimes 2 ☐ Rarely 3 ☐

18. Would you buy a game solely if the writers on Play recommended it?
Yes, definitely 1 ☐ Depends on the writer 2 ☐ No 3 ☐

19. If you were offered a PlayStation demo disk in Play that you had to send away or ring a special number for, would you do it?
Yes 1 ☐ No 2 ☐ Depends on the cost 3 ☐

20. How do you get to hear about new games releases? (Please tick the most important one only)

Advertising	1 ☐	Store managers recommendations	4 ☐
In store display	2 ☐	Word of mouth	5 ☐
Magazine reviews/features	3 ☐		

21. What is your favourite type of game? (Please rank in order, 1 = least favourite, 6 = most favourite).

Actions	1	Racing	4
Beat 'em up	2	Shoot 'em up	5
Platform	3	Strategy	6

22. Rank in order of importance the following factors in influencing your decision to buy a game. (1 = least influential, 7 = most influential).

Advertising	1	Prices	5
Demo	2	Review scores	6
Friends' recommendations	3	Special offers/promotions	7
Packaging	4		

23. Which of the below would persuade you to purchase a game. (1 = least persuasive, 6 = most persuasive).

Adverts	1	Free game music CD	4
Free branded toy	2	Free T-shirt	5
Free joypad or other peripheral	3	Packaging	6

24. How important to you is the name of the game publisher / developer (i.e. Interplay, Eidos, Acclaim ...)?
Very important 1 ☐ Important 2 ☐ Doesn't matter 3 ☐

25. How do you rate the following mail order companies? (1 = unsatisfactory, 10 = excellent).

Excitement Direct	1	Gameplay	2
Special reserve	3		

26. In order of preference, which of the following services are important to you when choosing a mail order company. (1 = least important, 9 = most important).

Being first with the new releases	1	Number of titles in stock	6
Catalogue/mailshots	2	Second hand goods	7
Free gift	3	Speed of service	8
Imported goods	4	Telephone excellence (speed & manner)	9
Knowledge/honesty	5		

NO. 1 FOR MAIL ORDERING Department

Section 3: About You

If you are the parent/guardian of an under 18, please state which:

Father 1 ☐ Mother 2 ☐ Guardian 3 ☐

Please enter full name

Your Forename

Your Surname:

Marital Status

Single 1 ☐ Married 2 ☐ Divorced 3 ☐
Widowed 4 ☐ Living with partner 5 ☐

Partner's Surname

Partner's Forename

Leisure / Motoring

1. Please write below the three magazines which you buy most regularly in order of preference and indicate whether bought at a newsagent, or on subscription (and whether you would consider taking out a subscription).

	N/agent	Have Subs.	Cons Subs.
	1 ☐	4 ☐	7 ☐
	2 ☐	5 ☐	8 ☐
	3 ☐	6 ☐	9 ☐

2. From the interest areas detailed below please indicate whether you currently subscribe or would consider subscribing to an appropriate quality publication magazine (Please tick all that apply):

	Have Subs.	Cons Subs.		Have Subs.	Cons Subs.
Angling	01 ☐	49 ☐	Golf	25 ☐	73 ☐
Antiques	02 ☐	50 ☐	Hair & Beauty	26 ☐	74 ☐
Bicycles & Cycling	03 ☐	51 ☐	Home Interests	27 ☐	75 ☐
Birdwatching	04 ☐	52 ☐	Humorous	28 ☐	76 ☐
Boats & Yachting	05 ☐	53 ☐	Men's Interests	29 ☐	77 ☐
Business	06 ☐	54 ☐	Mother & Baby	30 ☐	78 ☐
Camping/Caravaning	07 ☐	55 ☐	Motorcycling	31 ☐	79 ☐
Car/Motoring	08 ☐	56 ☐	Personal Computing	32 ☐	80 ☐
Classical Music	09 ☐	57 ☐	Personal Finance	33 ☐	81 ☐
Computer Games	10 ☐	58 ☐	Pets	34 ☐	82 ☐
Consumer (Which?)	11 ☐	59 ☐	Photography	35 ☐	83 ☐
Cookery	12 ☐	60 ☐	Politics	36 ☐	84 ☐
Country Pursuits	13 ☐	61 ☐	Regional Interests	37 ☐	85 ☐
Crafts	14 ☐	62 ☐	Religious	38 ☐	86 ☐
Crosswords & Puzzles	15 ☐	63 ☐	Retirement	39 ☐	87 ☐
Current Affairs	16 ☐	64 ☐	Rock Music	40 ☐	88 ☐
Do It Yourself	17 ☐	65 ☐	Rugby	41 ☐	89 ☐
Family Issues	18 ☐	66 ☐	Science & Technology	42 ☐	90 ☐
Films & Entertainment	19 ☐	67 ☐	Style & Fashion	43 ☐	91 ☐
Fitness/Health	20 ☐	68 ☐	Teenage Pop	44 ☐	92 ☐
Food/Drink	21 ☐	69 ☐	TV Video & Radio	45 ☐	93 ☐
Football	22 ☐	70 ☐	Water Sports	46 ☐	94 ☐
Gardening	23 ☐	71 ☐	Weddings	47 ☐	95 ☐
Geography	24 ☐	72 ☐	Women's Interests	48 ☐	96 ☐

3. Which of the following newspapers do you read?

	You	Ptnr		You	Ptnr
Daily Mail	01 ☐	11 ☐	Guardian	06 ☐	16 ☐
Daily Star	02 ☐	12 ☐	Independent	07 ☐	17 ☐
Daily Telegraph	03 ☐	13 ☐	Mirror	08 ☐	18 ☐
Express	04 ☐	14 ☐	Sun	09 ☐	19 ☐
Financial Times	05 ☐	15 ☐	Times	10 ☐	20 ☐

4. Which of the following do you enjoy on a regular basis?

	You	Ptnr		You	Ptnr
Antiques/Fine Art	01 ☐	21 ☐	Football Pools	11 ☐	31 ☐
Betting	02 ☐	22 ☐	Further Education	12 ☐	32 ☐
Bingo	03 ☐	23 ☐	Gardening	13 ☐	33 ☐
Books	04 ☐	24 ☐	Going to the Pub	14 ☐	34 ☐
Competitions	05 ☐	25 ☐	Photography	15 ☐	35 ☐
Cookery	06 ☐	26 ☐	Religious Activities	16 ☐	36 ☐
Crosswords/Puzzles	07 ☐	27 ☐	Sewing/Needlecraft	17 ☐	37 ☐
Current Affairs	08 ☐	28 ☐	Theatre/Arts	18 ☐	38 ☐
Do It Yourself	09 ☐	29 ☐	Voluntary Work	19 ☐	39 ☐
Fashion	10 ☐	30 ☐	Wines	20 ☐	40 ☐

5. Do you enjoy reading romantic fiction? (e.g. Mills & Boon)

You 1 ☐ Partner 2 ☐

6. How many cars are there in your household?

One 1 ☐ Two 2 ☐ Three + 3 ☐

7. For your private car(s),in which month did your car insurance cover begin?
(Please write in month e.g. S E P T)

You: Month: Ptnr: Month:

Your Home

8. What type of home do you live in?

Detached House 1 ☐ Semi-detached 2 ☐ Terraced House 3 ☐
Flat/Maisonette 4 ☐ Bungalow 5 ☐

9. Is your home:

Owned 1 ☐ Privately Rented 2 ☐ Council/Housing Ass. 3 ☐

10. Are you planning to move home in the next 12 months?

Yes 1 ☐ No 2 ☐ Possibly 3 ☐

11. If yes, will you be arranging a mortgage?

Yes 1 ☐ No 2 ☐ Please tick if first time buyer 3 ☐

12. Are you considering either of the following home improvements?

Double glazing 1 ☐ Fitted kitchen 2 ☐

13. If you have household insurance, in which month do you renew your cover?
(Please write in month e.g. S E P T)

Home Contents Insurance Buildings Insurance

14. Do you make international telephone calls from home?

Frequently 1 ☐ Occasionally 2 ☐ Never 3 ☐

15. Do you have or are you considering a mobile phone on any of the following networks?

	Have	Cons		Have	Cons
Cellnet	1 ☐	5 ☐	Orange	3 ☐	7 ☐
Mercury One-to-One	2 ☐	6 ☐	Vodafone	4 ☐	8 ☐

16. Do you have, or are you considering any of the following computer purchases?

	Have	Cons		Have	Cons
PC Pentium	1 ☐	5 ☐	Modem	3 ☐	7 ☐
Internet	2 ☐	6 ☐	CD Rom	4 ☐	8 ☐

Money & Investments

17. Are you considering changing your Bank or Building Society current account?

Yes 1 ☐ Possibly 2 ☐ No 3 ☐

18. Do you currently, or would you consider banking by telephone / direct?

Already do 1 ☐ Would consider 2 ☐

19. Do you / your partner have any of the following credit cards?
(Please tick all that apply)

Credit Card 1 ☐ Charge Card 2 ☐ Store Card 3 ☐
Gold Card 4 ☐ Considering a credit card 5 ☐

20. Do you pay your monthly credit card balance in full?

	You	Ptnr		You	Ptnr
Always	1 ☐	5 ☐	Rarely	3 ☐	7 ☐
Usually	2 ☐	6 ☐	Never	4 ☐	8 ☐

21. Do you have or are you considering any of the following investments or financial provisions? (Please tick all that apply)

	Have	Cons		Have	Cons
Deposit Account	01 ☐	07 ☐	PEP (Personal Equity Plan)	04 ☐	10 ☐
Life Insurance	02 ☐	08 ☐	Stocks/Shares	05 ☐	11 ☐
Pension Plan	03 ☐	09 ☐	Will	06 ☐	12 ☐

22. Would you consider professional help in arranging your personal finances?

Yes 1 ☐ No 2 ☐ Unsure 3 ☐

23. Do you foresee the need for a personal loan?

Yes 1 ☐ Possibly 2 ☐ No 3 ☐

24. If you have a mortgage, or loan, would you be interested in ways of reducing your monthly repayments?

Yes 1 ☐ Possibly 2 ☐

Shopping

25. Have you in the past or would you consider buying goods by mail / over the telephone?

Fashion 1 ☐ Music 4 ☐
Books 2 ☐ Vitamins/Health Supplements 5 ☐
Garden Products 3 ☐ Other 6 ☐

26. Do you buy American whiskey?

You 1 ☐ Partner 2 ☐

27. If you smoke please write in the name of the cigarette brand you and / or your partner smoke most often.

You

Partner

Important: Please sign below that you are a smoker aged 18 or over.

Your signature .....

Partner's signature .....

General Information

28. What is your occupation?

	You	Ptnr		You	Ptnr
Director	01 ☐	15 ☐	Public Sector	08 ☐	22 ☐
Manager	02 ☐	16 ☐	Professional	09 ☐	23 ☐
Self-Employed	03 ☐	17 ☐	Armed Forces	10 ☐	24 ☐
Skilled Worker/Trade	04 ☐	18 ☐	Student	11 ☐	25 ☐
Manual Worker	05 ☐	19 ☐	Housewife/Homemaker	12 ☐	26 ☐
Office Worker	06 ☐	20 ☐	Retired	13 ☐	27 ☐
Shop Worker	07 ☐	21 ☐	Unemployed	14 ☐	28 ☐

29. What is your approximate family income each year?

Under £5,000	1 ☐	£25,000-£29,999	6 ☐
£5,000-£9,999	2 ☐	£30,000-£39,999	7 ☐
£10,000-£14,999	3 ☐	£40,000-£49,999	8 ☐
£15,000-£19,999	4 ☐	£50,000-£59,999	9 ☐
£20,000-£24,999	5 ☐	Over £60,000	0 ☐

30. Please write in your children's date(s) of birth, starting with the oldest, and indicate whether male or female.

				Male	Female
Child 1				1 ☐	2 ☐
Child 2				3 ☐	4 ☐
Child 3				5 ☐	6 ☐
Child 4				7 ☐	8 ☐

31. Is anyone in your household affected by any of the following?

	You	Ptnr	Other
Asthma	01 ☐	06 ☐	11 ☐
Diabetes	02 ☐	07 ☐	12 ☐
Hayfever	03 ☐	08 ☐	13 ☐
Hearing Loss	04 ☐	09 ☐	14 ☐
Mobility problems	05 ☐	10 ☐	15 ☐

32. If you have private medical insurance, when do you renew your cover?
(Please write in month e.g. S E P T) Month:

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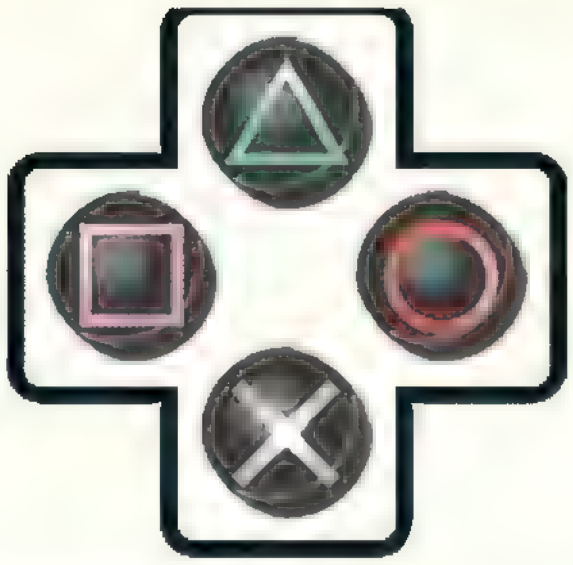

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V254

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◄ First Fold

First Fold ►

Please Only Affix Tape Here

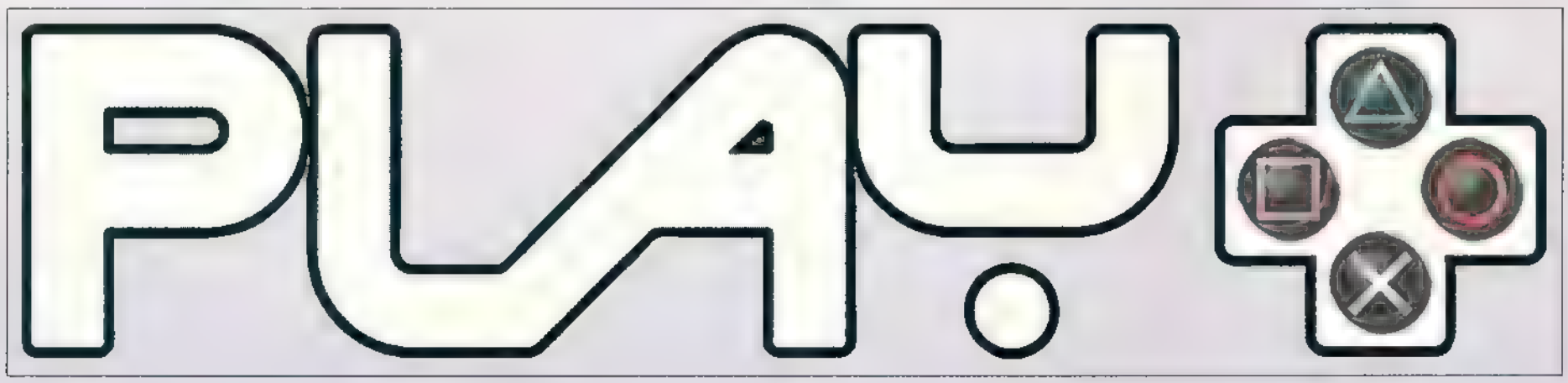
PLEASE AFFIX STAMP HERE

(Please do not send correspondence to this address)

Play Magazine Readership Survey
P O Box 903
Bristol
BS99 5ND

◄ Second Fold

Second Fold ►



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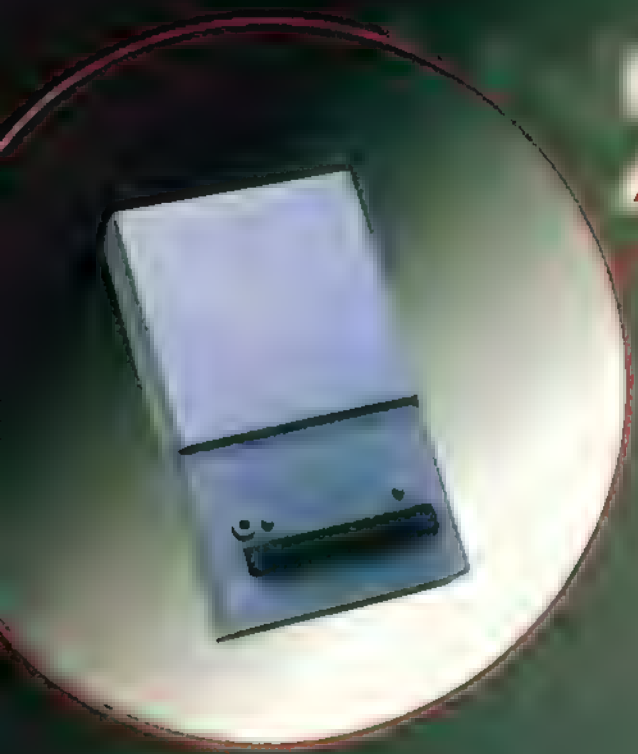

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WARGAMES

FINALLY, 15 YEARS AFTER THE FILM WAS MADE, THE OFFICIALLY LICENSED GAME IS HERE! HAS IT BEEN WORTH THE WAIT?

Written By Graeme Nicholson

WarGames was the first film to show the public that a computer hacker was not in fact a burly Russian sitting at a computer wearing a Balaclava, plotting the fall of the US, but was more often than not a smart adolescent with a thirst for knowledge, who preferred tinkering with technology to attending parties. The movie also gave us the WOPR (War Operation Programmed Response) government computer system, second only to 2001's HAL as a threatening self-aware super computer.

The WOPR has once again stirred the nation into a state of crisis in *WarGames: Defcon 1*. Set 20 years after the war simulation machine almost triggered World War 3 (so, around the year 2003 then) WOPR is up to its old tricks. Although it's slightly unbelievable that the machine would still be in service, owing to the fact that a system built in the early Eighties would have comparable computing power to a Tamagotchi these days, the WOPR has secretly been hooking up to the Internet. Using the reams of information available, it learns about the outside world and about how people are controlled by money. Within a short space of time it hacks into a few banks and stock market computers, creates an account for itself and amasses a great amount of cash, which it then uses to pay for custom hardware and a workforce to construct advanced weapons. As US military forces are the only ones who can pull the plug and close the WOPR down, it begins a major assault at key points all around the country. Far fetched?

PLAY information

Publisher: Electronic Arts
Customer support: 01753 549 442
Price: £39.99
Release date: July '98

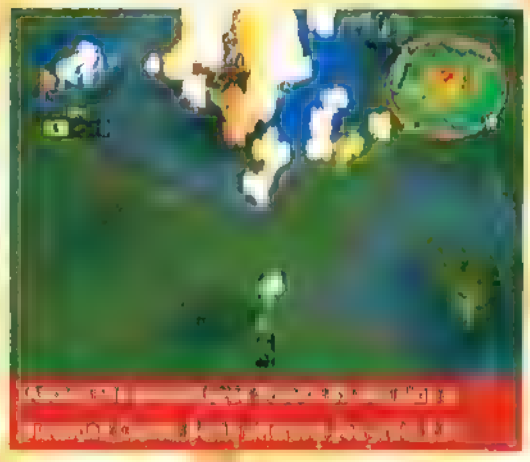
"You'll be yawning by level four, sadly..."

WARS TOYS FOR THE BOYS...

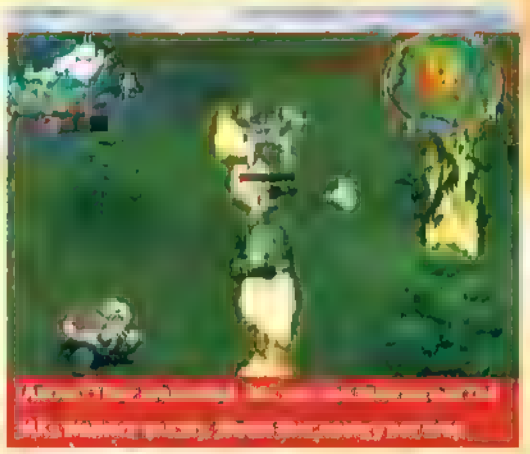
WHAT A WOPR

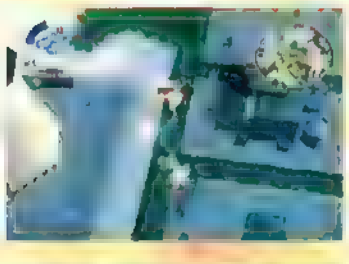
Part *Nuclear Strike* with a bit of *Command & Conquer*, the combat in *WarGames* is based on arcade blasting action with a few strategic elements thrown in for a new game play twist. After a briefing, you begin each mission with control of a light reconnaissance vehicle in the safety of your own base. Parked right next to you are the other vehicles needed for the mission, such as an APC and different grades of tanks. Switching control to any active vehicle is just a button press away, allowing you to react swiftly when the situation gets more frantic.

Just driving around and shooting at things is as simple as it gets. The tracking camera view (which can be zoomed out to give a top-down airship perspective) follows you over the rough terrain as you head into no-man's-land, using the scanner to locate an enemy of some sort. Buildings, robot troops, *Return Of The Jedi*-style walkers – all can be obliterated by



DID YOU KNOW?





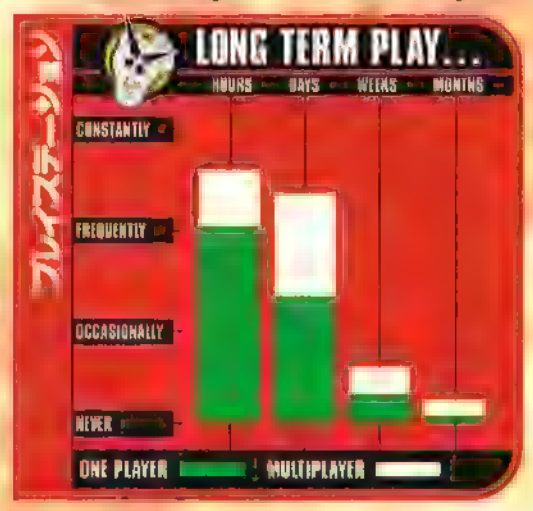
firing the unlimited supply of ammo at them as fast as you can hit the button. The explosions look good, and cause a deep rumble in the Dual Shock joypad. The flaw is that you need to be in the direct line of fire with the cursed automated enemy to hit them and close enough so that they are in range, which makes you a sitting duck. You can't operate a tank's cannon separately either, so tactical play is impossible in these cases as you must absorb rounds of enemy fire until they are destroyed. The burden is shared in the entertaining co-operative two player game, but the sheer simplicity of battle in either mode will have you yawning by level four.

Tic-Tac-Toe

Tactics only come into play when you pause for a second to issue an 'Advanced Command'. From a set of icons you can call any or all of the friendly vehicles to your position, send your current one back to base, and if you've placed a marker flare next to an intended target you can order an air-strike. Not much scope for strategy then.

Another irritation is the way objectives are issued during a mission. In the middle of a war torn village, guns blazing and trying to get your bearings, the last thing you want to do is stop to read the e-mails you've been sent, yet that's exactly what you need to do every few minutes. Then there's the severely intrusive loading times between all 30 levels, the small battlefields and the dodgy collision detection that won't let you drive within five feet of water.

Replay value is okay as you can choose to control the WOPR forces against the humans, but *WarGames* is generally just too monotonous to hold your attention. Better off buying the film for £5 instead.



PLAY

LOOKS	●●●●●●○○○○
SOUNDS	●●●●●●●●○○
GAMEPLAY	●●●○○○○○○○
VALUE	●●●○○○○○○○
DEFCON	●●●●●○○○○○

60%

War – what is it good for?

Alternatively:
Nuclear Strike 88%
Retard Fire 84%

MR DOMINO

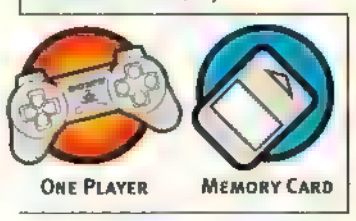
Double blank or double six? JVC lays its cutesy domino challenge on the line.

Mr Domino may sound like a game for people who wear furry, zip-up slippers and huddle under tartan blankets, but actually it's a rather addictive (if short lived) psychedelic domino laying extravaganza. Before you turn the page belly-up laughing, just check out the screenshots – they're absolutely gorgeous and if this game had a middle name, it'd be 'originality' – a word you can't associate with the vast majority of releases.

PaRappa The Rapper grabbed attention and to a lesser extent, the same can be said for *Mr Domino*. Playing it is simple, but mastering it takes patience, dexterity and a smidgen of luck. You play a cute domino chappy, who is carried along a pre-determined course and the idea is to lay down dominoes at specific points in order to create chain reactions. Hitting certain switches triggers off amusing cut-scenes (those crazy Japanese), but if you manage to link every switch without stumbling over one of the many obstacles in your path, you're rewarded with a special ending for the level.

PLAY information

Publisher: JVC
Customer support: 0171 240 3121
Price: £34.99
Release date: July

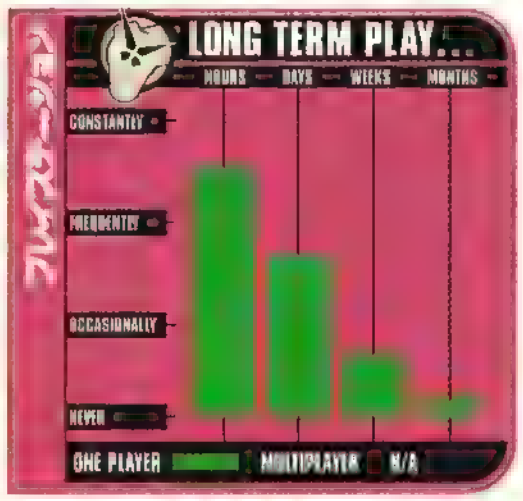


"The game's middle name should be originality..."

Double Blank

Each course is effectively a track, so that after making one circuit you return the same point. It's unlikely that every switch will be triggered on your first jaunt, so there a plenty of time-extending First Aid crosses dotted around ensuring that you can do a few laps to complete the stage.

Unfortunately you only get to manoeuvre Mr domino left and right, there's little else to do apart from adjust his speed, as everything is on rails. It's great fun for a while, but there are only six stages and we finished them pretty quickly. The humour in each level makes you chortle at first, but the effect soon wears off after you've watched it a few times. There are bonus tiles, including Fast Forward, Slow Forward and the annoying Reset tile, but nothing can hide the short-lived challenge that *Mr Domino* represents. Although it's original, stunning to look at and good fun to play, we have doubts about how long you'll be playing it for.



PLAY

LOOKS	●●●●●●●●●○○
SOUNDS	●●●●●●●●○○○
GAMEPLAY	●●●●●●●●○○○
VALUE	●●●●●○○○○○
TOPPLES	●●●●●●●●○○○

72%

Original, but lacks lasting challenge

Alternatively:
Puzzle Fighter 90%
Puyo Puyo Sun 87%

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SUPERCROSS '98

Pull back the throttle and peel-out over the horizon in Acclaim's maverick racer.

Written By Tom Sargent

For fast & furious

(not to mention low-down and dirty) two-wheeled motorised action, Motocross, or it's close cousin Enduro-racing, is pretty hard to beat in the thrills 'n' spills stakes. To date, only *Moto Racer* from EA has managed to capture the raw power and utter lunacy involved in hurling a 250cc beast over mountains of mud and suicidal hairpins.

The recent *VMX Racing* is a pitiful, shandy drinking exercise in lethargy, but *Jeremy McGrath Supercross '98* (*JMSC '98*) although lacking in certain areas offers a solid, lasting challenge. 'Big Jazza', the titular maverick biker in question is the best motocross racer in history. Period. But as opposed to just slapping his mug and name on the box, he's actually responsible for developing many of the game's features. Let's get one thing straight, you won't be finishing this in a hurry – it's pretty darned tough even on the easiest of settings. Just as you seem to be easing away from the pack, some nutcase suddenly flies over your head spurting mud all over your new leathers. There always seems to be somebody directly behind you who has an uncanny ability to knock you off your ride just as your beginning to make progress. Talk about annoying.

PLAY information

Publisher: Acclaim
Customer support: 0171 344 5000
Price: £39.99
Release date: Out now

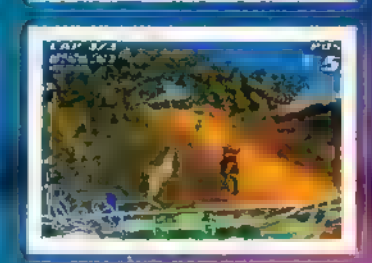
Redneck Racing

JMSC '98 looks a bit like the aforementioned *Moto Racer*, but isn't as detailed, smooth or pant-wettingly exciting. However, what it lacks in pure adrenaline, it makes up for with a number

(Above) One of the courses takes place on a Redneck farm, complete with mud and bales.

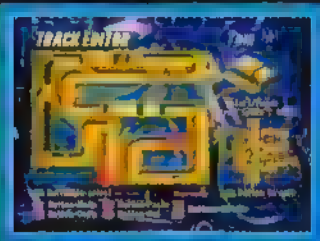
(Above) Multiple pile-ups are excellent and capture some spectacular moments with gratuitous ease. Colliding

(Above) Riding the ludicrously high jumps is part and parcel of being a motocross rider. And it's most fun.



(Above) The two-player mode is more of a token gesture, as you can't play together in the Championship Series. The rather limited view renders this scenario even more disappointing.

KEEP TRACK



The Track Editor is a fantastic little toy which allows you to let your imagination run wild. There aren't exactly masses of options to choose from, but seeing your own creation up and running after only a couple of minutes is great fun.

[illegible] you [illegible] mplete [illegible] ends and [illegible] on it, [illegible] that bad, [illegible] edges. The [illegible] particularly well [illegible] courses are block[illegible] short horizon and [illegible] plenty of variety though [illegible] indoor arenas to outdo[illegible] featuring realistic 'eroc[illegible] including: muc[illegible] gravel. Be[illegible]

"Bounce around like a [illegible]"

[illegible] while [illegible] the [illegible] course [illegible] the [illegible] way to improve [illegible] manual of the best [illegible] and hidden cheats can be found. There are four camera angles in

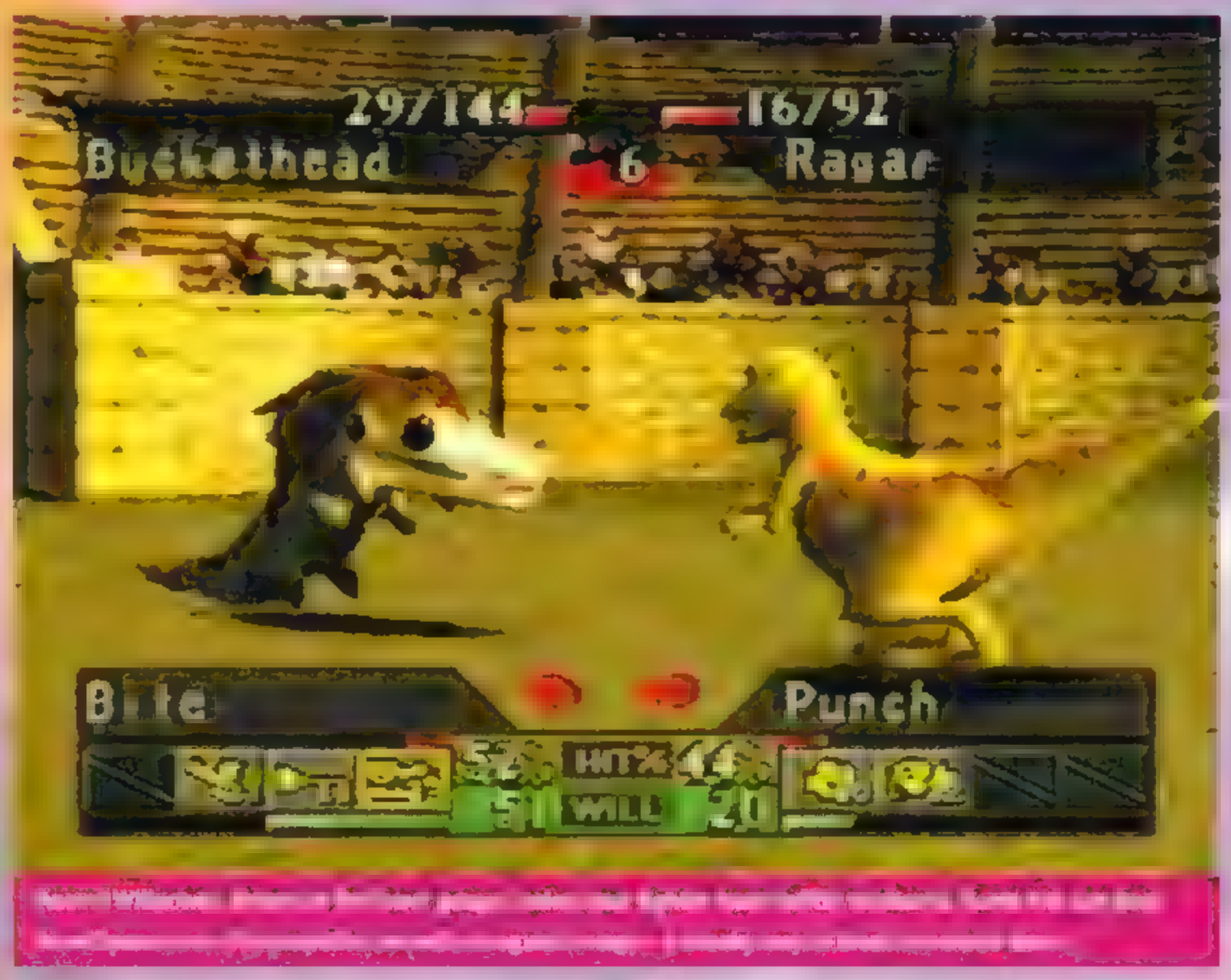
TYRE SHREDDIN'

[illegible] of these is the first [illegible] u bounce around like a [illegible] springs behind the [illegible] using an Analogue controller [illegible] way to appreciate the changes [illegible] upgraded bike, but the [illegible] of hanging on for grim [illegible] as convincing as *Moto* [illegible] it's impending sequel.

MONSTER RANCHER

Breed a virtual pet so large it cannot be contained in any mere key-ring toy!

Dr Frankenstein wannabe's rejoice! For in *Monster Rancher* you get to play the mad scientist and create a monster that is unique. Near the beginning of the game you visit a shrine where all manner of beasts are brought into the world. To generate a random creature, the game requests a CD to scan. This can be another PlayStation game, a CD-ROM or best of all an ordinary music disc. All have unique Table Of Contents files, detailing the length of each track, that *Monster Rancher* reads to work its magic. If you cannot handle the responsibility of making your very own little fighter, you can choose to adopt by purchasing a used animal from the busy second hand market. Strangely though, you can never love someone else's in the same way.



PLAY information

Publisher: Tecmo
Supplier: Video Game Centre on 01202 527314
Price: £59.99
Release date: Out now (import)

One Player | Multiple Players | Memory Card

Real Monsters

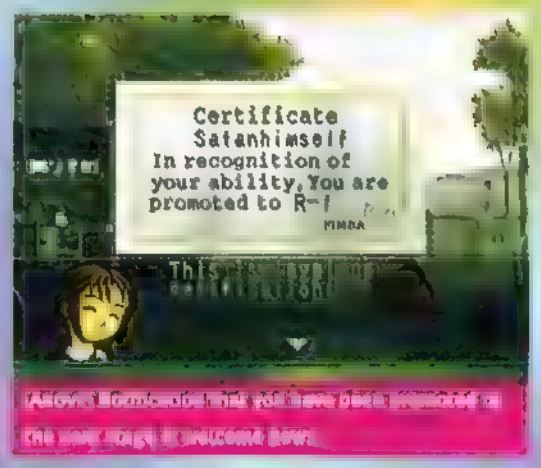
All monsters are only a mix of two animal types, like for example the tiger and hare hybrid we procured from the depths of Massive Attack's latest album. This limits the number of different physical appearances your pets can have, but it is their other attributes along the lines of strength and agility that solely belong to them. Being able to name yourself and your monsters gives *Monster Rancher* a nicely personalised feel.

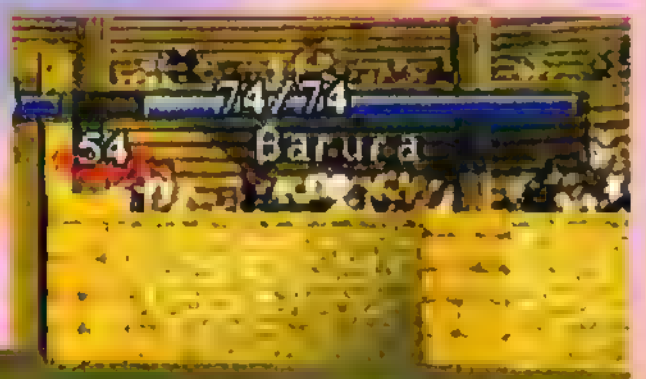
Once back at the ranch there are many things you can do to care for and beef up the little fur ball. Choose to feed him potatoes, fish, beef or something more exotic you've bought for him at the

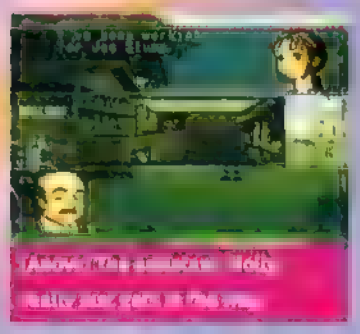
MONSTERS OF ROCK

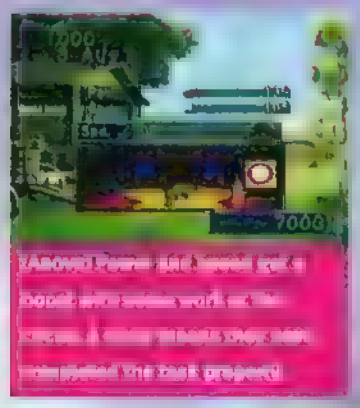
GRAEME	RYAN	TOM	MARK
Mr Maximum	Honey Mark Push The Button	New Order Technique	Morrissey Sunshine

Written By Graeme Nicholson









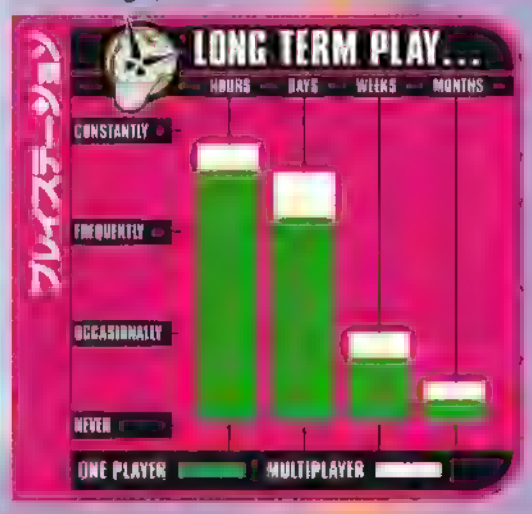
market with relaxing or weight-shedding properties. You can also set tasks like guarding the house at night or pulling crops in the field, with little animated scenes popping up to show your pet's success or failure. For a considerable fee you can also send the beast away to a training house for a month, with weekly reports on his progress. All of this helps boost the monster's abilities in preparation for the official battles that are regularly scheduled throughout the year, where the real action is!

Bansheeout

Going up one at a time against four or more equally bizarre freaks of nature, the battles are your only source of income (besides selling your faithful little friend) so winning is everything. In a circular 3-D arena the two animals beat, claw and chew on each other, knocking off great lumps of health. The easiest option is just to chuck the little guy in there and hope for the best, but you can control him with the joypad if you think you can do better. Winning not only brings you cash, but gets the attention of the tournament's governing body who periodically upgrades your breeder status to let you enter the harder, higher stakes battles.

"The Blur-Oasis debate can be settled at last!"

While trying to win the tournament ultimately starts to feel pointless, the option to store your monster on memory card and pit him against a friends in the battle arena is great fun. You could find yourself rooting loudly for your precious sidekick, especially if the entangled animals originate from the music CD's of opposing musical tastes. The Blur-Oasis debate can be settled in minutes. In the end though, *Monster Rancher* is a gimmick product rather than an exciting or compelling game. After the initial novelty of caring for the biggest virtual pet yet seen wears off, it can be very slow and uneventful indeed. The likelihood of coming back to this novelty title when smashes of the *Metal Gear Solid* and *Tekken 3*-type appear are extremely slim!



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
FREAKS	

68%

Short-lived virtual pet novelty

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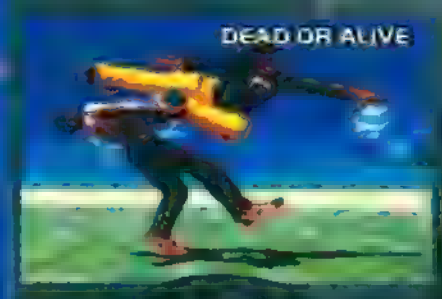
Pet In TV [August '98]
Tamagotchi [Keyrhaan]



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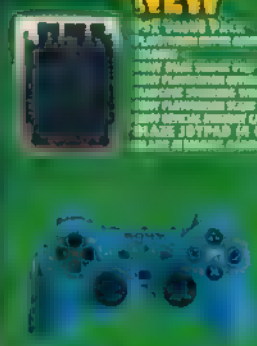

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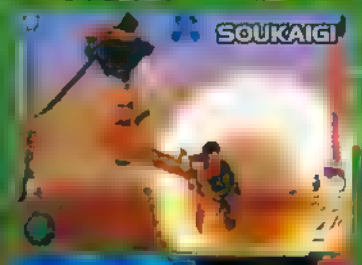

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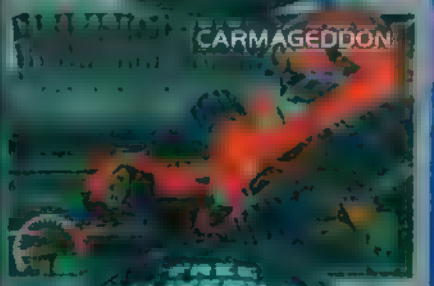

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VISA SWITCH

TOMMI MÄKINEN RALLY

Can hundreds of tracks and Tommi's winning smile save this reckless racer?

This is another one of those suspect games that crept onto the shelves after one enthusiastic review from a terribly sympathetic mob... which almost certainly wasn't us.

Far from offering any competition to the realism of *Colin McRae Rally*, *Tommi Mäkinen Rally* is much more in the pick-up-and-play mould of something like *V-Rally*. Only, it's not as good as *V-Rally*. Which came out last year. Yes, you can try your luck in a heap of different modes, but the critical business of actually racing the car isn't much fun.

For a start, collision is awful. Whether it's being bounced off the walls in a horribly unrealistic way or the invisible barriers that stop you driving on the roadside, you'll find frustration rather than joy wells up inside until you switch the thing off. The crashes are not just terribly artificial, they also reveal a set of pathetic hexagonal wheels.

Mäkinen Mess

At least it makes use of the splendid Dual Shock pad. But the rumble mechanism is engaged in its most powerful mode at apparently random moments in addition to the expected skidding and bumpy sections, which leaves you with the wrists of a senior citizen after a few laps. Phrases like "Track Editor" and "130 tracks" might make you think about buying *Tommi Mäkinen Rally*, but don't be fooled. The generic nature of the many tracks tends to have you dropping off at the wheel. It's a classic case of quantity over quality, as not one course has the changes in scenery and characteristics to keep you interested.

And graphically, TMR won't be winning any awards either. Bizarre image distortion that makes the car look all stretched out like a Limousine in single player modes but squashed terribly flat in split screen doesn't exactly help endear the game to you.

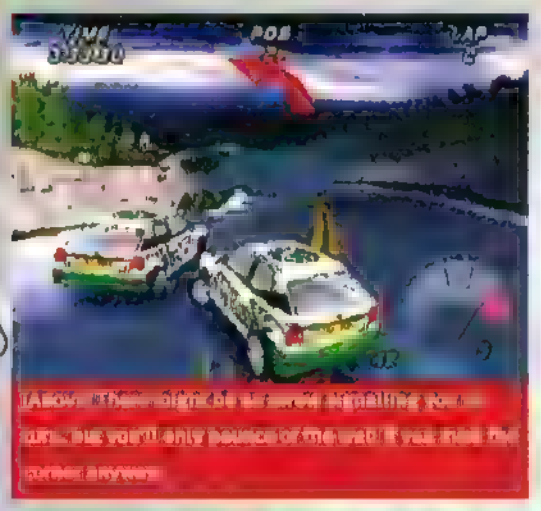
There is absolutely no question here that you should go with *Colin McRae*, or even *V-Rally* and *Rally Cross*, if you long to feel the excitement of rally on PlayStation. They all beat *Tommi Mäkinen Rally* hands down.

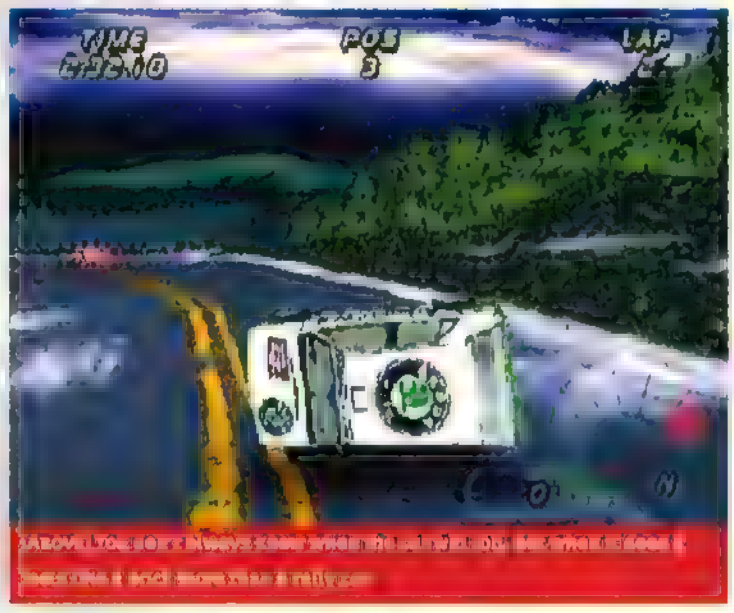
"You'll be dropping off at the wheel!"

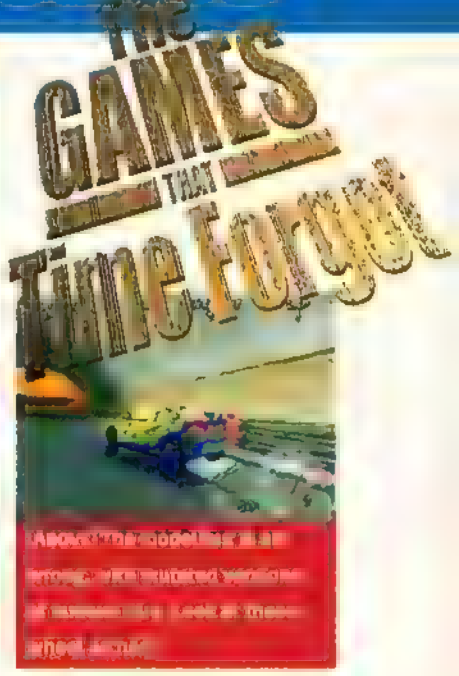
PLAY information

Publisher: Europress
Customer support: 01625 855000
Price: £39.99
Release date: Out Now

One Player | Multiple Players | Split Screen | Dual Analogue | Memory Card







PLAY

LOOKS	●●●○○○○○○○
SOUNDS	●●●○○○○○○○
GAMEPLAY	●●○○○○○○○○
VALUE	●○○○○○○○○○
SCARS	●●○○○○○○○○

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SPICE WORLD

WITH GERI!

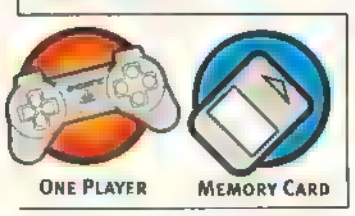
Spice up your life and give Sony's shameless cash-in the heave-ho.

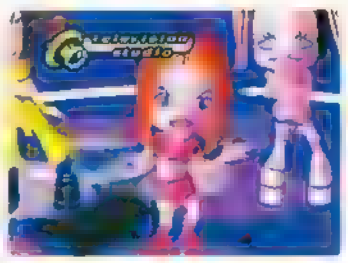
They say variety is the spice of life, but judging by the appalling sham that constitutes Sony's monster licence with the flatulent five, you'll be hard pushed to find any diversity whatsoever. Quivering beneath the moniker of 'interactive entertainment', *Spice World* represents a masterstroke of marketing, and little else. And talk about bad timing! In the run-up to its release, Geri quits the band. You can just imagine the panic as the siren wails and this game is scrambled out before the band implode altogether.

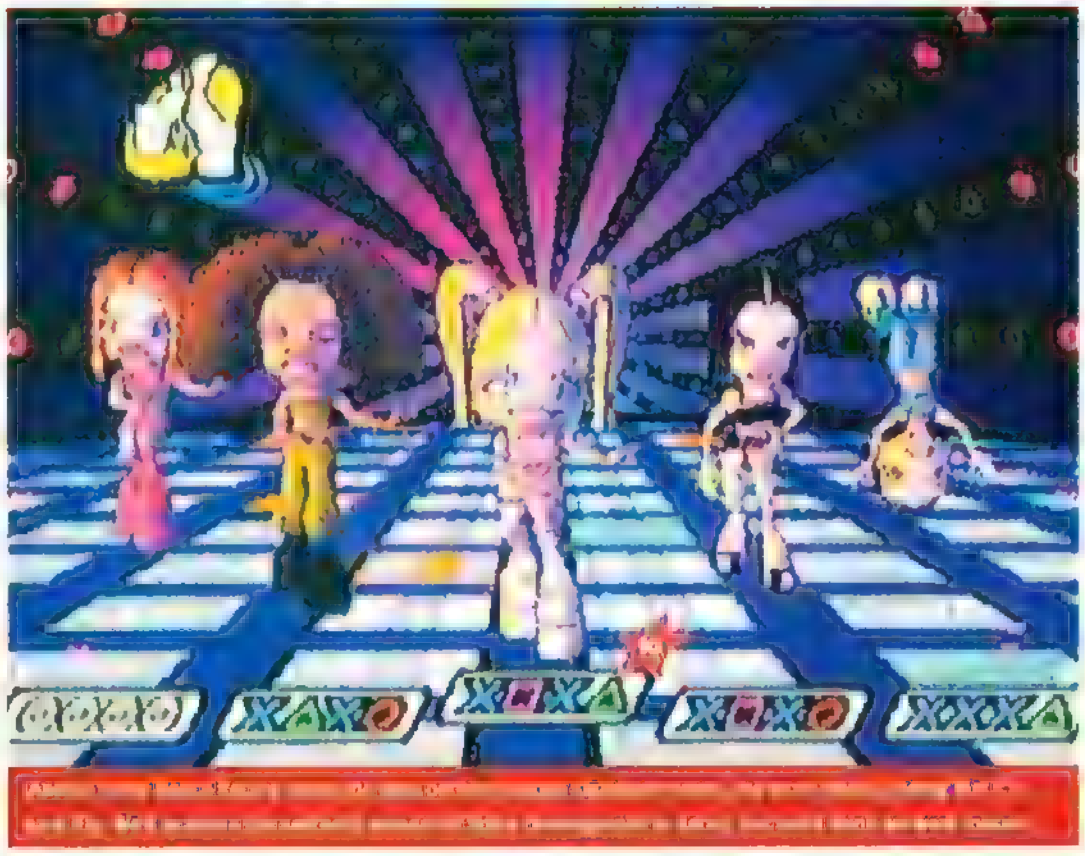
To be fair, it isn't being marketed as a game as such, more of a 'fun' interactive experience, but even at the bargain price of twenty nicker, any sane thinking fan being should think twice before parting with their hard earned moolah. The game cake is split into half-a-dozen segments, but you can only activate them in a certain order to begin with.

PLAY information

Publisher: Sony
Customer support: 0881 505505
Price: £19.99
Release date: Out Now

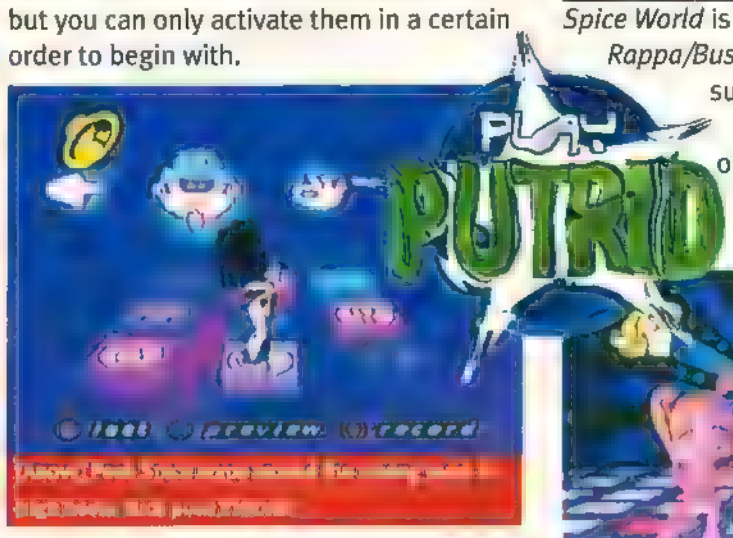


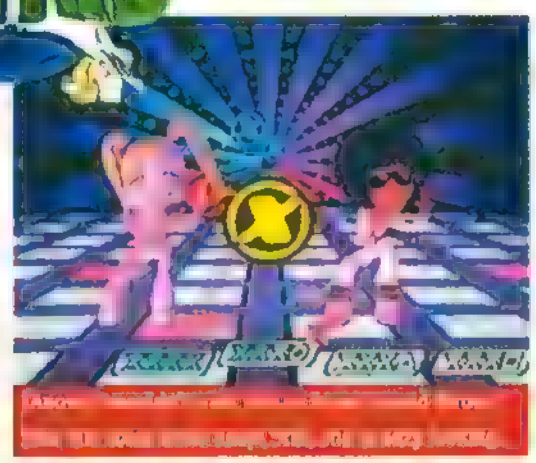




Get Yer Hits Out!

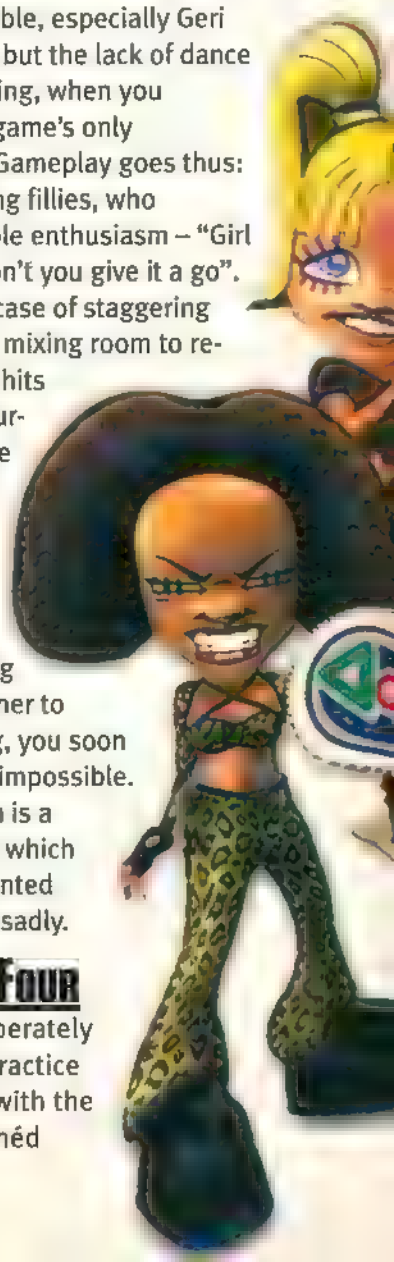
Spice World is basically a *PaRappa The Rappa/Bust-A-Groove* clone and as such, can't claim any kudos in the originality stakes, but one of its few strengths lies in the quality of caricatures. The resemblances are uncanny, even down to their little wiggles, pouts and signature dance moves. All of the gals look incredible, especially Geri and Victoria Adams, but the lack of dance moves is disappointing, when you consider this is the game's only redeeming feature. Gameplay goes thus: pick one of the willing fillies, who responds with audible enthusiasm – "Girl Power!", or "Why don't you give it a go". From then on, it's a case of staggering on high heels to the mixing room to re-arrange one of their hits by stepping on colour-coded tiles, each one containing a short burst of music. Amazingly, there's absolutely no challenge here at all. Instead of piecing the fragments together to form the whole song, you soon discover that this is impossible. What you're left with is a horrible mish-mash, which sounds totally disjointed and grates like hell, sadly.





Five Become Four

With your own desperately sad 'mix' you can practice your dance moves with the assistance of a clichéd



Written By Tom Sargent

Wanted: Girl Singer

Have you got what it takes to be in a girl band?

Name:
Age:
Actual Age:
From the following, which best describes yourself?
( ) Energetic self-starter
( ) Team player
( ) A tasty, albeit talentless, bit of crumpet

Darwin's Theory Of Evolution. Discuss. Only Joking!! Seriously, Do you like leather mini-skirts?
( )

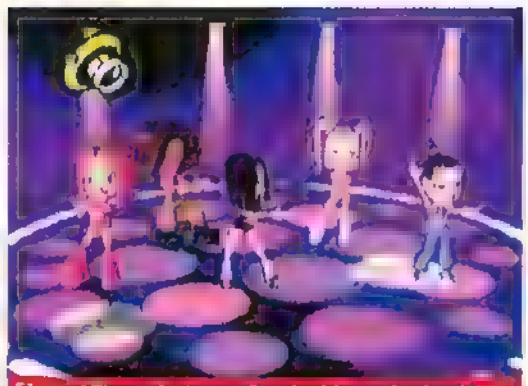
Choose a nickname from one of the following:
( ) Tarty
( ) Slappy
( ) Naughty
( ) Sickly
( ) Lardy

Pick an appropriate image:
( ) Cute, blonde, squeaky
( ) Aging old lap-dancer
( ) Figureless sports-type
( ) Vacant stare, no brain activity
( ) Frighten children and old man
( ) All of the above

Will you make just two albums, then disappear forever?
( ) Yes
( ) No

What is your ideal fashion accessory?
( ) A lollipop
( ) Body piercings & tattoos
( ) Large breasts
( ) A footballer

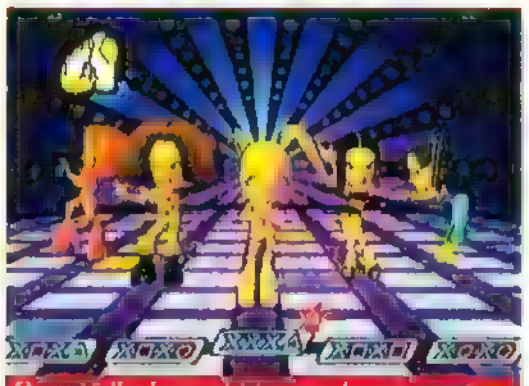
[Above] After you've chosen which song to mix, leap around the tiles to make the most tuneful mix.



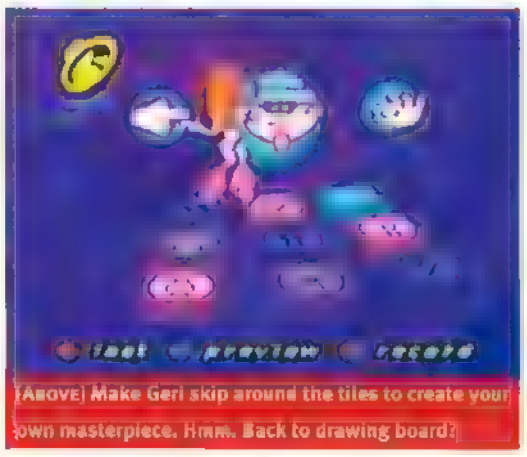
[Above] The caricatures of each girl are absolutely superb. Shame about the gameplay.

[Above] Shake it to left, er... shake it to the right! Then repeat.

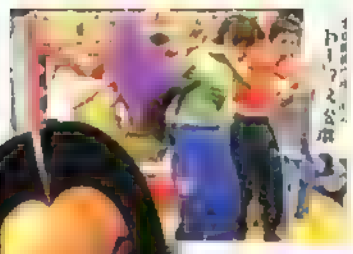
[Above] This cool cat sporting the mother of all afros puts you through your giggling paces by demonstrating ten groovy dance moves. Each girl interprets them in their own unique way. Honest folks!



[Above] Following a quick lesson, where you must memorise 'four button' steps, you join the group.



[Above] Make Geri skip around the tiles to create your own masterpiece. Hmm. Back to drawing board?

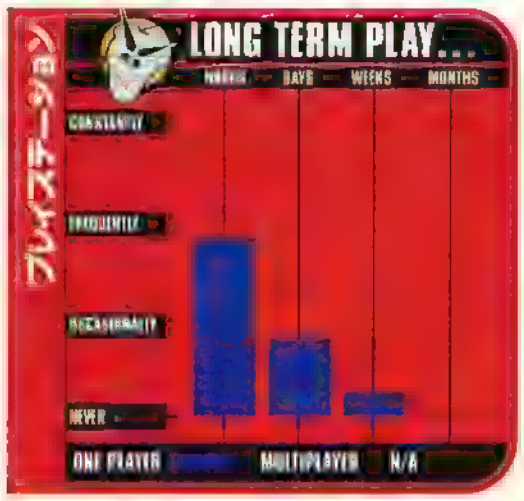


Seventies instructor, who wouldn't look out of place in a porno flick (I imagine – ahem). It gets worse, however. There are only about ten moves to learn (even though each girl interprets certain ones differently), none of which are anywhere as good as those in *Bust-A-Groove*. Sooner or later, you progress to the Television Studio, where the fruits of all your labour unfold for all the world to see. And that's it, bar about 15 minutes of 'exclusive', never-seen-before footage of the girls larking around and answering pointless questions about embarrassing moments and so forth (strangely though, they didn't mention this game!)

"A masterstroke of marketing but little else!"

Spice World is a massive disappointment. This isn't just us having a cheap pop at the Spice Girls, especially as we really wanted this game to be good in order to perhaps shape a new genre of PlayStation multimedia. The problem though is that there just isn't anything here to enjoy. You see most there is to see within about an hour (at a push) and then you just slap your forehead and sigh a despairing sigh. We would like to say that, at £20, this game might be worth a look, but we can't.

Spice World is the most short-lived, unenjoyable, cobbled-together, disappointing non-event ever to hit the PlayStation. Still, it might be a collector's item soon!



PLAY

LOOKS	●●●●●●○○○○
SOUNDS	●●●●●●○○○○
GAMEPLAY	●●○○○○○○○○
VALUE	●●●○○○○○○○
SPICE	●●●○○○○○○○

25%

A total waste of Spice

Alternatively:
PaRappa The Rappa 82%
Bust-A-Groove 88%

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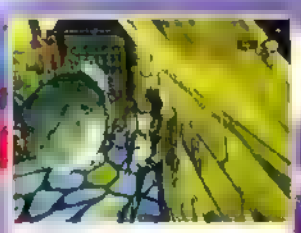
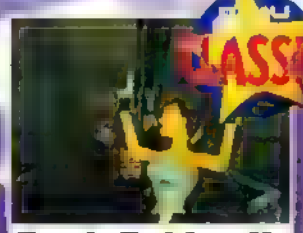
rated 97% in PLAY!

Gex 3D
rated 92% in PLAY!



Deathtrap Dungeon 86%



Tomb Raider II
rated 95% in PLAY!

Final Fantasy VII
rated 93% in PLAY!

World Cup '98
rated 86% in PLAY!

Formula 1 '97
rated 90% in PLAY!

Vigilante 8
rated 94% in PLAY!

WLS
rated 90% in PLAY!

HOT GAME THIS MONTH!

GRAN TURISMO

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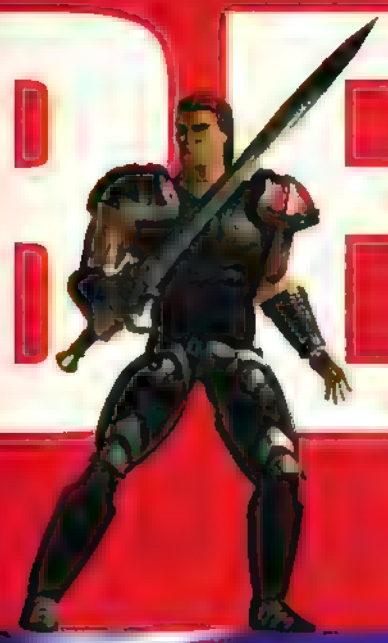

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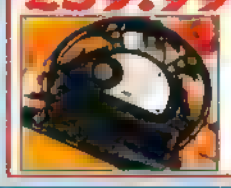

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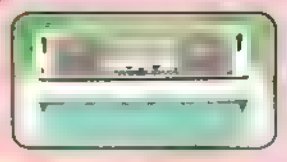

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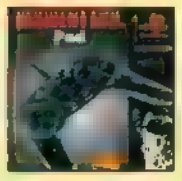

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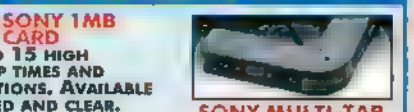

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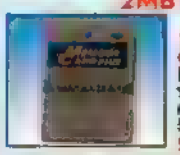

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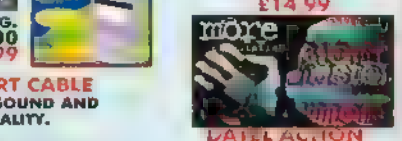

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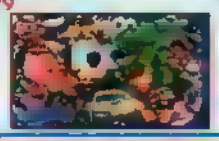

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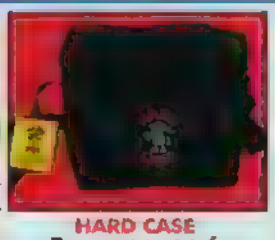

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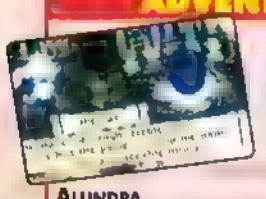

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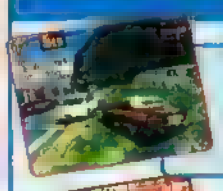

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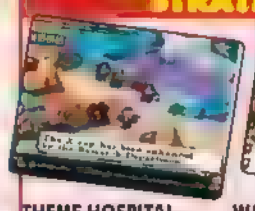
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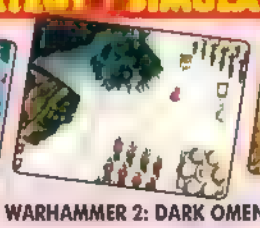
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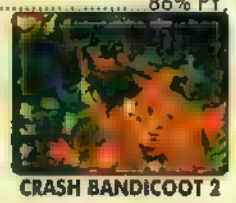
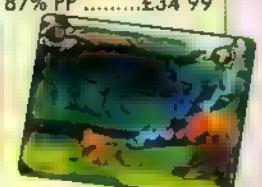

CRASH BANDICOOT 2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Sent to press 22/6/98

STATION MASTER

Q&A

If you're hopelessly stuck, or just need advice, send queries to: *Q&A, Play Magazine, Paragon Publishing Ltd, Paragon House, St. Peter's Road, Bournemouth, Dorset, BH1 2JS.*
We know everything!

Dear Play,
Have you got any cheats for *International Track and Field*?
Steven Whelton, Pembrokeshire
Highlight '100m Free Style' at the game select screen and press ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨, ●, ✕. The swimmers will wear bikinis during the event.

Dear Play,
I have bought *Resident Evil 2* and my friend has bought *Gran Turismo*. We always argue about which is better. Could you solve the problem and tell us what you think is best?
Adam Clint, Co Down

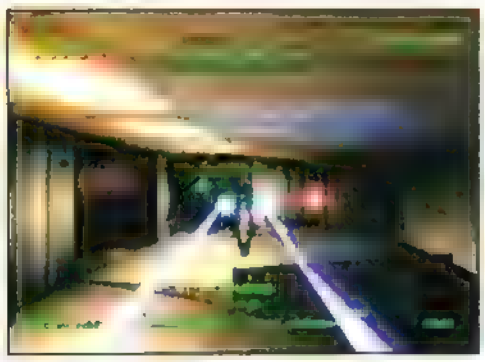
As they are from different genres, you can't really compare them directly, but don't worry as they're both bloody fantastic games. Problem solved.

Dear Play,
Are there any cheats for *Crash Bandicoot 2*? If so, can you tell me what they are?
Jason Finch, Ipswich
Jump on the baby polar bear's head in the second warp room (level 6-10) numerous times to collect ten extra lives.

This months tips are hotter than the chilli sauce on Gazza's kebabs! Keep sending your own material to the usual address: Station Master, Play Magazine, Paragon Publishing Ltd, Paragon House, St. Peter's Road, Bournemouth, Dorset, BH1 2JS. Or e-mail: PLAY@PARAGON.CO.UK Fame is just around the corner!

FORSAKEN

Open Up Every Level (including Deathmatch)



On the main menu, press ⇦, ⇨, ⇦, ⇨, ✕

DEAD BALL ZONE

Access To All Stadiums And Teams
Highlight 'Italian' on the Language

select and hold R1 + L2 + ⇧ + ■ for about ten seconds.

THREE LIONS

Updated Cheats
On the Team Selection screen press the following to play as different special teams...

Game Programmers
Enter: R1, ⇩, ⇩, ⇨
European Stars
Enter: L2, ⇩, ⇩, ⇨
South America Stars
Enter: R2, ⇩, ⇩, ⇨
North American Stars
Enter: L1, ⇩, ⇩, ⇨
Africa Stars
Enter: R2, ⇧, ⇧, ⇨
Aus Asia Stars

VIGILANTE 8

All Arenas And Characters
To unlock all arenas and characters go to 'Game Status' in the Options screen. Press ✕ and then ● to enter passcode: WMNNWLHTSCUCLH. Away you go!

MOTORHEAD

Faster view
Enter SOFTHEAD as a code under the options menu.
Overhead view
Enter SUPERCAR as a code under the options menu.
Division's cars and tracks
Enter FRAGTIME as a code under the options menu. For additional for Division 2 cars and tracks.
Nolby Hills track
Enter TURBOMOS as a code under the options menu. Note: this will also enable all cars and tracks.
All cars and tracks
Enter LASTCODE as a code under the options menu.
Alternate demo
Enter INSANITY as a code under the options menu. This disables credit roll, disables cutscenes and features extra cars and special effects.
Disable all cheats
Enter NOCHEATS as a code under the options menu.
Tinted smoke
Locate the gas station on Gold Bridge. Drive back and forth over the pump three times to be knocked out. Then continue and proceed as long when passing the area.
Turbo car
Locate a dead truck parked on the side of the road in Mountain Pass. Drive into it and proceed as long.
Bouncing cars
Locate the ramp in the last mission, Gold Bridge. Drive down the ramp to the left side of the building, or press start to restart.
Lunar gravity
Drive into the pit in front of the ramp in Gold Bridge. Drive down the ramp and proceed as long.

Enter: R1, ⇧, ⇧, ⇨
Azzuri (all-time best Italian side)
Enter: L2, ⇧, ⇧, ⇨
Oranje (all-time best Dutch team)
Enter: L1, ⇧, ⇧, ⇨
Team BMG (game publisher's squad)
Enter: L2, ⇦, ⇦, ⇨

BUSHIDO BLADE 2

Fight As Sub Characters

Complete Decisive Battle (story) mode and keep both sub-characters alive. The sub-characters may now be used in any other game mode.

WCW: NITRO

Hidden Rants
Highlight any wrestler at the character selection screen. Press ● in order to hear his comments.
Special Ending
Complete the game with one of the programmers for a special ending followed by FMV sequences for all of the characters.

Interference
Press Select during a match. Another wrestler will appear and interfere with the match.

ARMOURED CORE

First Person View
Press ■ + ▲ + Start. Gameplay will be paused. Press Start to resume gameplay with the new camera angle. Substitute Select in the code instead of Start for the Jap version of the game.
Fixed Camera View
Press ● + ✕ + Start. Gameplay will be paused. Press Start to resume gameplay with the camera fixed at the present location. Substitute Select in the code instead of Start for the Japanese version of the game.
Alternate Emblem Backgrounds
Highlight an emblem and enter the edit screen. Then, hold L1 + L2 + R1 + R2 and press Select.
Change Pilot Name
Enter the garage and highlight the 'Change AC Name' option. Hold L2 + R2 + ⇨, then hold ✕ and quickly hold ■.
Return To Default View
To return to the default view, press Start to pause game play, then press Start to resume. Substitute Select instead of Start for the Japanese version of the game.
No Limit Bonus
Complete over 100 sorties with a greater than 90 percent win record and an over all rating of 98 percent or more. Unlimited leg weight points, generator output points and core weight points will be permitted.

THEME HOSPITAL

Hint: Clean Hospital
Save the game and reload when the hospital becomes full. All of the rubbish and patients will disappear, allowing a fresh start.

Level	Password
2	✕, ●, ■, ▲, ▲, ●, ■, ✕
3	●, ●, ▲, ■, ✕, ▲, ●, ▲
4	■, ▲, ●, ■, ✕, ✕, ▲, ●
5	●, ▲, ■, ●, ✕, ▲, ●, ■
6	■, ▲, ■, ●, ✕, ■, ✕, ●
7	■, ▲, ▲, ●, ✕, ■, ▲, ●
8	✕, ▲, ■, ●, ▲, ●, ■, ✕
9	▲, ■, ✕, ▲, ●, ✕, ▲, ■
10	●, ■, ✕, ▲, ■, ✕, ●, ■
11	▲, ●, ■, ●, ▲, ■, ●, ✕
12	●, ■, ✕, ✕, ■, ●, ■, ▲

BLOODY ROAR

Big Head Mode

Select Normal mode. Highlight a fighter on the Character Selection screen. Then, hold L1 + R1 and press ●. Big head with different costume. Select Normal mode. Highlight a fighter on the Character Selection screen. Then, hold L1 and press ●.
Small Fighter
Highlight a fighter on the Character Selection screen. Then, hold R2 and press ✕.
Small Fighter With Different Costume
Highlight a fighter on the Character Selection screen. Then, hold R2 and press ●.
Large Arms
Hold L1 + L2 and select a character. Alternatively, complete the game on level 4 or higher without using any continues.
Additional Replay Views
Hold Select during the replay bit to your opponent for more replay views.
Bonus Graphics
Complete the game in Arcade mode to view the anti-spoiling character sending. Press [illegible] to view alternate scenes.

NFSIII: HOT PURSUIT

Crash Other Cars
Press Start to load the race after selecting the game options, then immediately hold Start + Select + R1 + L2 before the loading screen appears. Keep the buttons held down until the loading screen disappears. Press the horn during the game to flip cars.
Horsepower boost
Press Start to load the race after selecting the game options, then immediately hold ⇦ + ■ + ● before the loading screen appears. Keep the buttons held until the loading screen disappears. The horsepower of your car will be increased by 25 percent.

Heavy Car
Press Start to load the race after selecting the game options, then immediately hold Select + ■ + ✕ before the loading screen appears. Keep the buttons held until the loading screen disappears. Bump into other cars during play to shunt them off the road.
Slow Motion Mode
Press Start to load the race after selecting the game options, then immediately hold ⇧ + ✕ + ▲ before the loading screen appears. Keep the buttons held until the loading screen disappears.
Advanced Options
Win both Knockout and Tournament on simulation mode.
Hint: See the Titanic
Select the Aquatica track and disable night driving and weather. Stop on the big turn after you hear a horn to see the Titanic steam by. Haven't we seen it enough?

Dear PLAY,
We recently bought a copy of *SkullMonkeys* and we are unfortunately stuck on YNT eggs. Please can you help us?
'Nuggett' and 'Trout', Leicester
For a level cheat, pause the game, hold Start + Select and press R2. Press ⇧ or ⇩ and press ✕.

Dear PLAY,
I am desperately stuck in *Final Fantasy VII*. Please could you help me. At Fort condor after the man has explained the rules of the game, how do you start?
Peter Gerrard, Denbighshire
Climb the ladder to the left and enter the command post. The old man will explain what all the troops do and their price, then you simply press ✕ to start the game. Note: Do not give him any money!

Dear PLAY,
I've got the Japanese version of *Gran Turismo*. Can you help me obtain the Chrysler concept car? Also, could you tell me the what the fastest car apart from the Nissan Skyline GTR V-spec and Mitsubishi GTO MR is?
Adam Leigh, Stoke-On-Trent
Okay, there are two ways to obtain the Chrysler (Dodge) concept car. You can either win the 'UK v US Competition', or obtain Gold in all eight of the B Licence Tests. The fastest model is Castrol Supra GT, weighing in at a stonking 353 km/h.

Dear PLAY,
I have *Fighting Force* and I was wondering if you could tell me if there are any cheats for it. Perhaps a cheat to skip levels?
Aaron West, Milton Keynes
To access the Cheat mode hold ⇦ + ■ + L1 + R2 at the main menu. The words 'Cheat Mode' will then appear at the bottom of the screen to confirm the correct code entry. Now enter the options screen to access invincibility and stage select options.

Dear PLAY,
On *Final Fantasy VII*, how do you defeat the Ruby Weapon at the Gold Saucer? Yours sincerely,
David Pinkney, Middlesborough
To beat this monstrous Weapon, you must win the Final Attack Materia from the Chocobo races and combine it with life. This combination allows you to bring your characters back to life as a final attack.

Complete Play Guide
Published by Sony/£34.99
Reviewed in Play 34

DEAD OR ALIVE

KEY
[illegible]

TEKKEN 3'S ONLY COMPETITION IS AN ABSOLUTE STORMER — AND NOW YOU CAN WIN IT WITH EASE!

AYANE

Nationality: Japan
Age: N/A
Height: 5'6"
Weight: 114 lbs
Fighting Style: Ninjutsu
Occupation: Ninja

Twin Upper Combo	P, P, P
Round Slicer Combo	P, P, K
Heaven's Combo	P, K, K
Earth's Combo	P, K, ⇩+K
Dart Shot	⇨⇨+P, ⇨+K
Dragon Dance	⇦+P, ⇦+P (TY)
Land Mine	⇘⇘+P, Hold ⇩, K
Spiral Axe	⇩⇙⇦+P, K
Spiral Cutter	⇩⇙⇦+P, ⇩+K
Double Spear	⇨+K, K
Double Arrow	⇨+K, ⇩+K
Dragon Tail	⇙+K
Crescent Edge	⇘+K (TY)
Round Slicer	H+K
Rolling Breeze	⇘+H+K
Ground Arrow	⇩+H+K
Gale Knife	P+K, P, P
Gale Edge	P+K, P, ⇘+K
Gale Cutter	P+K, P, ⇩+K
Air Drill	⇩⇘⇨+K
Ayane Cyclone	H+P+K
Mirror Image	⇧+H (TY)
Gale Knife Dance	(BT) P, P, ⇨+P, P, P
Gale Edge Dance	(BT) P, P, ⇦+P, P, ⇘+K
Gale Cutter Dance	(BT) P, P, ⇦+P, P, ⇩+K
Spiral Axe Dance	(BT) P, P, ⇨+P, K
Spiral Cutter Dance	(BT) P, P, ⇨+P, ⇩+K
Shadow Edge	(BT) ⇘+K

[Above] Slippery old fool Gen-Fu won't be much trouble for Ayane with *these* moves!

Spinning Knife	(BT) ⇦+P (TY)
Spinning Cutter	(BT) ⇙+P, ⇩+K
Spiral Knife	(BT) ⇧+P (TY)
Ripple Cutter	(BT) ⇩+H+K

Counter

Wind Circle	(MK) ⇩⇙⇦+H

Opponent Downed

Chop	⇩+P
Stomp	⇧+K

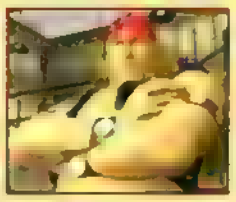
Throws/Holds

Maple Drop	H+P
Butterfly Dream	⇩⇙⇦+H+K
Misty Illusion	⇘+P+K
Air-Stream	⇩⇘⇨+P
Dark Swallow	⇩+H+P (TY)
Snow Knife	⇨+H
Brocade	⇨⇘⇩+H
Frost Knife	(OC) ⇘+H

Multipart

1. Snowslide	⇩⇘⇨+H
2. Dropping Icicle	⇧⇧+H+P+K

BASS



Nationality: USA
Age: 46
Height: 6'6"
Weight: 345 lbs
Style: Pro-Wrestling
Occupation: Pro-Wrestler

Combo Rising Elbow	P, P, P
Combo High Kick	P, P, K
Combo Kick Rush	P, K, K
Hell Stab	P+K
Elbow Rush	⇙+P, P
Stungun Chop	⇦+P, P, P+K
Knee Hammer	⇨+K, P
Jumping High Kick	⇙+K
Rising Elbow	⇨⇨+P
Kick Rush	⇘+K, K
One Hand Hammer	⇧+P
Buffalo Crush	⇘⇘+P
Drop Kick	⇩⇘⇨+K
Flying Crosschop	⇨⇨+P+K
Kenka Kick	⇨⇨+K (TY)
Hell Scissors	⇘+P, P
Rolling Axe	⇦⇨+P
Bass Lariat	⇦+H+P (TY)
Front Roll Kick	⇦⇨+K
Low Drop Kick	⇩+H+K

Counter

Spine Buster	(MK) ⇩, ⇙, ⇦, H

Opponent Downed

Stomp	⇘+K
Knee Drop	⇧+K

Throws/Grabs

Backward Drop	⇦+H+P
Bass Tornado	⇩⇘⇨+H+K
Super Freak	⇦⇙⇩⇘⇨+P
TFBB	Hold ⇩, ⇨⇦+P+K
Bass Bomb	⇩+H+P
Double Arm DDT	⇘+H+P+K
Dangerous Backdrop	H+P
Holding Head-Butt	⇨+H
Flying Body Scissors	⇨⇨+H
Dynamite Lariat	⇨⇦+H
Wild Chop	(OC) ⇘+H
Reverse Power Bomb	(OT) ⇨⇨ +H
Calf Branding	(OT+C) ⇘ +H

Multiparts

1. Kitchen Sink	⇩⇙⇦+P+K
2. Stretch Plum	⇩⇩+H+P+K
3. Manhattan Driver	⇧⇧+H+P+K
1. Atomic Drop	(OT) H+P+K
2. Face Crusher	⇨⇨+P
1. Power Slam	⇩⇘⇨+H
2. Oklahoma Stampede	⇦⇙⇩⇘⇨+H
1. Iron Claw	(OT) ⇩⇘⇨ +H
2. Grizzly Launcher	⇦⇙⇩⇘⇨+H

BAYMAN

Nationality: Russia
Age: 31
Height: 6'0"
Weight: 231 lbs
Style: Command Sambo
Occupation: Hit Man

Spinning Back Knuckle	⇦+P
Smash	Hold ⇘, P
Palm Arrow	⇘+P
Smash Hook	⇧+P
Shoulder Tackle	⇦⇨+P
Knee Lift	⇨+K
Heel Hammer	⇦+K
Javelin Kick	⇧+K
Drop Kick	⇙+K
Thrust Kick	(FC) K
Rolling Sobat	H+K
Leg Spike	⇙+K
Sliding Kick	⇩+H+K
Reverse Double Hammer	⇨⇨+P, P
Storm Hook	P, P, P
Storm Back Knuckle	P, P, ⇦+P
Storm Sobat	P, P, K
Rush Sobat	P, ⇨+P, K
Crash Leg Spike	⇨+P, P, ⇩+K
Trap Heel Hammer	K, K
Trap Reverse Hammer	K, P, P
Head-Butt	P+K
Giant Uppercut	⇩⇙⇦+P

Counter

Catching Cross Hold	(MK) ⇩⇙⇦+H

Opponent Downed

Stomp	⇘+K
Jumping Stomp	⇧+K

Throws/Grabs

Belly To Belly	H+P
Neck Hanging Tree	⇦+H+P
Quebradora Congiro	⇦⇙⇩⇘⇨+P
Victor Cross Hold	⇩⇘⇨+H+K
Ghost Buster	(OC) ⇩+H+P
Flying Arm Bar	(OT) H+P
Swing Hold	⇨+H
Choke Slam	⇨⇦+H
Shoulder Breaker	⇨⇘⇩+H

Multiparts

1. Standing Arm Lock	⇨⇨+H
2. Standing Neck Lock	⇨⇘⇩⇙⇦+H
3. DDT	⇩⇙⇦+P
1. Leg Trip	⇩⇘⇨+H
2. Achilles Hold	⇨⇘⇩⇙⇦+H
3. Half Boston Crab	⇦⇙⇩+K
1. Side Arm Lock	(OC) ⇘+H
2. Arm Bar	⇩⇙⇦+H
1. Sleeper Hold	(OT) ⇨⇨+H
2. Swing Neck Hold	⇨⇘⇩⇙⇦+H

[Above] Now burly Bayman's violence against women can be even more extreme! Cool!

GEN-FU

Nationality: China
Age: 65
Height: 5'7"
Weight: 135 lbs
Style: Shini-Rokugo-Ken
Occupation: Bookstore

Qi-Long Palm	⇨⇨+P
Lunging Uppercut	Hold ⇘, P
Short Palm Jab	⇧+P
Tiger Elbow	⇗+P
Tiger Claw	⇘⇘+P
Falcon Hammer	⇨⇦+P
Bull Horn	⇗⇨+P
Falcon Hammer Special Kick	⇦+P, P
Double Palm Strike	⇦+P, ⇨+P, P+K
Silent Kiaing	⇘+P, P
Kiaing Combo	P, P, ⇨+P
God's Step	⇨⇨+H, P
Tiger Head-Butt	P+K
God's Hand Push	⇨+P+K
Double Bomber	⇩+P+K
Rooster Special	⇩+P+K, ⇦⇨+P
Rabbit Kick	H+K
God's Sweep	⇩+H+K
Wind Blast	H+P+K
Phoenix Punch	⇨+P, P
Qi-Gong Kick	⇨+K
Cat Smash	⇘+K
Blade Kick	⇗+K
Flying Reverse Kick	⇧+K
Double Circle	⇧+K, ⇩+K
Snake Attack	⇘+K, P
Rooster Knee	Hold ⇨, K
Jumping Blade Kick	Hold ⇨, K, K
Iron Toe	⇗+K
Iron Bull Horn	⇗+K, ⇗⇨+P
Gen Fu Shield	⇨⇨+H
Cartwheel Away	⇘+P

Counter

Leg Hold Thrust	(MK) ⇩⇗⇦+H

Opponent Downed

Punch	⇩+P
Stomp	⇧+K

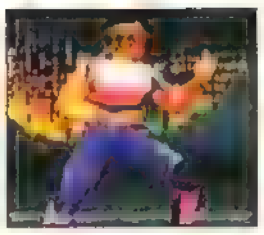
Throws/Grabs

Spine Attack	H+P
God's Hand	⇩⇨+H+P+K
King's Punch	⇦⇩⇗+P
Stomach Shock	⇦+H+P
Tiger Tail	(OT) H+P
Palm Attack	⇨+H
Peacock Sweep	⇨⇦+H
Monkey Hands	(OC) ⇘+H

Multiparts

1. Monkey Hold	⇩⇘⇨+H
2. Monkey	⇩⇘⇨+P

HAYABUSA



Nationality: Japan
Age: 23
Height: 5'10"
Weight: 154 lbs
Style: Ninjutsu
Occupation: Curio Shop

Shadow Blade	⇘+P
Rising Palm	⇧+P
Low Spin Blade	⇗+P
Slash Kick	⇦+P, K
Double Spin Blade	⇗+P, Hold ⇩, K
Palm Straight	⇨⇨+P
Upper Knee	⇨+K
Moonsault Kick	⇘+K
Rising Axe	⇧+K
Rainbow Kick	⇗+K
Upper Spin Kick	H+K
Short Slide Kick	⇩+H+K
Wind Blade	P+K
Rapid Blade	P, P, ⇦+P
Shower Bows	P, P, ⇦+P, ⇨+P
Triple Impact	P, P, K
Sonic Bomb	⇦+P, ⇨+P
Bullet Kick	⇨⇨+K
Ground Cutter	⇗⇗+K

Ground Stake	⇗⇗+K, Hold ⇩, K
Trick Heel	⇨⇦+K
Rising Dragon Kick	Hold ⇩, ⇦+K
Fake Rainbow	⇗+P
Handstand	⇘+P+K

Counter

Captured	(MK) ⇩⇗⇦+H

Opponent Downed

Double Chop	⇘+P
Jumping Chop	⇧+P

Throws/Grabs

Cross Arm Suplex	H+P
Demon Buster	⇨⇨⇦+P+K
Northern Lights Suplex	⇦+H+P+K
Swing DDT	⇩⇗⇦+P+K
Falcon Wing	⇩⇘⇨+P
Neck Breaker	(OC) ⇩+H+P
Ura-Nage	(OT) H+P
Reverse DDT	(OT) H+P+K
Shadow Hunting	⇨+H
Mirage	⇨⇨+H
Shooting Star	⇩⇘⇨+H
Vision	(OC) ⇘+H
Evil Hunting	(OT) ⇨+H
Thunderbolt	(OT) ⇨⇨+H
Demon Strike	(OT+C) ⇘+H

Multiparts

1. Skyward Shot	⇦⇗⇩⇘⇨+H+P+K
2. Divebomber	⇩⇘⇨⇗⇧+H+P
3. Izuna Drop	⇦⇘⇧⇗⇨⇘⇩+H+K

JANN-LEE

Nationality: China
Age: 20
Height: 5'9"
Weight: 165 lbs
Style: Jeet Kune Do
Occupation: Bodyguard

Dragon Blow	⇩⇘⇨+P
Dragon Knuckle	Hold ⇩, ⇦⇨+P
Sekkan-Chop	⇦+P
Upper Knuckle	⇗+P
Rear Hi-Kick	⇧+K
High Shin-Knee Kick	⇘+K
Dragon Kick	⇩⇘⇨+K
Dragon Rush	P, P, P, K
Dragon Cannon	P.P.P, ⇨+P
Sonic Spin Kick	P, ⇨+P, K
Sonic Low Spin Kick	P, ⇨+P, ⇩+K
Sonic Uppercut	P, ⇩+P, P
Combo Low Spin Kick	P, ⇩+P, ⇩+K
Body Uppercut	⇨+P, P
Body Low Spin Kick	⇨+P, ⇩+K
Flash Spin Kick	⇨⇨+P, K
Flash Low Spin Kick	⇨⇨+P, ⇩+K
Flash Turn Knuckle	⇦⇦+P (TY)
Blind Knuckle	(BT) ⇗+P
Blind Elbow	(BT) P+K (TY)
High Spin Kick	K, K
Double Hook Kick	⇦+K, K
Double Upper Kick	⇗+K, K
Middle Spin Kick	⇘+K, ⇨+K
Thrust Middle Spin Kick	⇗+K, ⇨+K
Thrust Low Spin Kick	⇗+K, ⇩+K
Snap Spin Kick	⇨+K, ⇨+K
Dragon Elbow	P+K (TY)
Shin-Knee Kick	H+K
Low Spin Kick	⇩+H+K

Opponent Downed

Kick	⇘+K
Double Stomp	⇧+K
Enter The Dragon	⇧+H+P+K

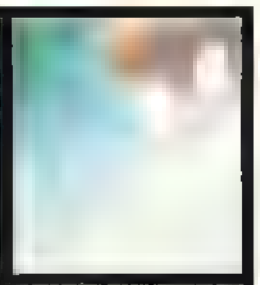
Throws/Grabs

Hell Drive	H+P
Side Buster	⇦+H+P+K
Fireman's Carry	⇩⇗⇦+P
Hell Crash	(OT) H+P
Counter Knuckle	⇨+H
Front Face Lock	⇨⇨+H
Low Front Face Lock	(OC) ⇘+H
Rear Counter Knuckle	(OT) ⇨+H
Sekkan-Punch	(OT) ⇨⇨+H
Low Sekkan-Punch	(OT+C) ⇘+H

Multiparts

1. Head Lock	⇩⇘⇨+H
2. Bulldogging Head Lock	⇦⇦+H

KASUMI



Nationality: Japan
Age: Unknown
Height: 5'5"
Weight: 106 lbs
Style: Ninjitsu
Occupation: Ninja

Shadow Sword	⇨⇨+P
Float Sword	⇧+P
Round Sword	⇦+P
Illusion Sword	⇘⇘+P (TY)
Deep Mist	⇘+P, P
Wind Fang	⇘+P, K
Rising Cutter	⇧+K
Heaven's Arrow	⇗+K
Moonsault Kick	⇘+K
Dash Tornado	⇨⇨+K
Ground Lance	⇩⇘⇨+K
Silver Flamingo	⇨⇦+K
Air's Kick Combo	P, P, P, K
Ground Tornado Combo	P, P, P, ⇩+K
Double Tornado Combo	P, P, K, K
Moon Flash Combo	P, P, ⇘+K
Lightning Spin Combo	P, P, ⇨+P, ⇩+K
Lightning Dirk Combo	P, P, ⇨+P, K, K
Ground Tornado	⇩+H+K
Windmill Kick	⇘+H+K
Double Tornado	H+K, H+K
Heaven's Kick	K, K
Air's Kick	K, ⇘+K
Earth's Kick	K, ⇩+K
Whirlwind	P+K
Kasumi Cyclone	H+P+K
Rising Swallow	⇨⇨+P+K
Moon Darkness	(BT) ⇧+K
Angel Wheel	⇘+P

Opponent Downed

Chop	⇩+P
Stomp	⇧+K

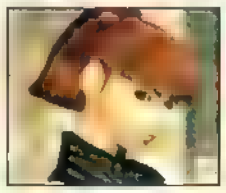
Throws/Grabs

Rainbow Throw	H+P
Go To Heaven	⇦+P
Hawk's Phantom	⇩⇗⇦+H+K
Misty Moon	⇘⇘+P+K (TY)
Round A-Bout	⇩⇘⇨+P
Shadow Swallow	(OC) ⇩+H+P
Broken Wings	(OT) H+P (TY)
Give-You-Cherry	⇨+H
Spinning Fall	⇩⇘⇨+H
Pick-Up-Cherry	(OC) ⇘+H

Multiparts

1. Flaming Candle	⇨⇨+H
2. Thorny Path	⇩+K
1. Flying Swallow	⇨⇨+H+K
2. Falling Swallow	⇦+H

LEI-FANG



Nationality: China
Age: 19
Height: 5'6"
Weight: 110 lbs
Style: Taikyoku-Ken
Occupation: College Student

Uppercut	⇗+P
Upper Elbow	⇧+P
Palm Attack	⇘+P
Palm Smash	⇦+P
Upper Palm Smash	⇦+P, P
Back Fist	⇗+P
Back Fist Palm	⇗+P, P
Palm Spring Kick	⇨+P, K
Double Hands	⇨⇨+P
Knuckle Part	⇨⇦+P
Shoulder Bash	⇦⇨+P
Rising Palm Thrust	Hold ⇩, ⇨+P
Double Smash Kick	K, K
Front Screw Kick	K, ⇩+K
Rolling Sobat	⇘+K
Low Joint Kick	⇗+K
Swirling Face Kick	⇦+K
Chiki Screw Back Kick	⇦+K, K
Triple Screw Kick	⇦+K, K, ⇩+K
Double Jump Kick	⇗+K, K
Split Kick	⇩ ⇩+K
Fair Lady Attack	P, P, ⇨+P
Phoenix Combo	P, P, ⇨+P, K
Taiqi Combo	P, P, ⇦+P, P
Palm Split Kick	P, P, ⇩+K
Palm & Fist	P, ⇘+P
Palm Pushover	P, ⇘+P, ⇨+P
Knee Attack	P+K
Palm Splash	H+P+K

Opponent Downed

Kneeling Stomp	⇘+K
Punch Drop	⇧+P

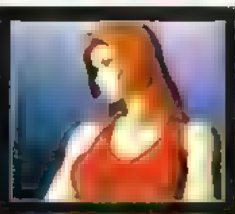
Throws/Grabs

Chest Hold Bash	H+P
Reverse Parallel Chop	⇦+H+P+K
Arm Bar Throw	⇩ ⇗⇦+P
Atomic Punch	⇨⇦+P
Lotus Throw	(OT) H+P
Arm Swing Punch	⇨+H
Front Kick Bomb	⇨⇨+H
Knee Grab Attack	(OC) ⇘+H
Jaw Crusher	(OT) ⇨+H
Shoulder Thrust	(OT) ⇨⇨+H
Reverse Karate Chop	(OT+C) ⇘+H

Multiparts

1. Stomach Hold Punch	⇩⇘⇨+H
2. Back Spine Elbow	⇘⇩⇗⇦+H+P
3. Neck Lariat	⇨⇨+H+P+K

TINA



Nationality: USA
Age: 22
Height: 5'7"
Weight: 129 lbs
Style: Pro-Wrestling
Occupation: Pro-Wrestler

Double Hammer	⇦+P
Low Spin Knuckle	⇗+P
Knuckle Arrow	⇘+P
Elbow Smash	⇧+P
Shoulder Tackle	⇦⇨+P
Lariat	⇨+H+P
Neck Cut Kick	⇧+K
Kenka Kick	⇨⇨+K
Rolling Sobat	H+K
Low Spin Kick	⇩+H+K
Double Uppercut	⇨⇨+P, P
Vertical Chop Hammer	Hold ⇘, P, ⇦+P
Jumping Hip Attack	H+P+K (TY)
Machine Gun Kick	P, P, K
Machine Gun Rush	P, P, P
Ultimate Combination	⇨+P, P, K
Combo Spin Knuckle	⇨+P, P, ⇗+P
Knee Hammer	⇨+K, ⇦+P
Combo Rolling Sobat	⇩+K, K
Double Low Kick	⇩+K, Hold ⇩, K
Rolling Forward	⇩+P+K
Counter	
Dragon Screw	(MK) ⇩⇗⇦+H

Opponent Downed

Elbow Drop	⇘+P
Bottom Splash	⇧+K
Body Splash	⇧+H+P+K

Throws/Grabs

Death Valley Bomb	H+P
Body Slam	H+P+K
Frankensteiner	⇩⇘⇦+H+K
Fisherman's Buster	⇦⇗⇩⇘⇨+P
JO Cyclone	⇩⇨+P+K
Bass Bomb	(OC) ⇩+H+P
JOB	(OC) ⇘+H+P+K
German Suplex	(OT) H+P
German Suplex Whip	(OT) H+P+K
Knee Bomber	(OC) ⇘+H

Multiparts

1. Flying Major	⇩⇗⇦+P+K
2. Surf Board Stretch	⇦⇨+H+P
3. JOS	⇩⇧+H+P
1. Hammer Throw	⇨+H
2. JOS	⇩⇧+H+P
1. Reverse Wing Lock	⇩⇘⇨+H
2. Rodeo Hold	⇨⇘⇩⇗⇦⇘⇧⇗⇨+H
1. Tackle	⇨⇘⇩+H
2. Giant Swing	⇦⇗⇩⇘⇨+H
1. Full Nelson	(OT) ⇦+H
2. Dragon Suplex	⇨⇗⇧⇘⇦+H+P

ZACK

Nationality: USA
Age: 25
Height 6'1"
Weight 171 lbs
Style: Thai-Style Boxing
Occupation: DJ

Down Elbow	⇦+P
Hell Needle	⇧+P
Upper Elbow	⇨⇨+P
Sway Blow	⇘+P
Devil's Uppercut	⇘⇘+P (TY)
Rolling Elbow	⇩⇘⇨+P
Double Impact	⇩⇘⇨+P, P
Double Elbow	⇨+P, P
Rising Heel Kick	⇧+K
Rising Knee	⇨⇨+K
Heel Kick	⇩⇘⇨+K
Spinning Kick	H+K
Half Spin Hi Kick	⇦+K (TY)
Half Spin, Rolling Elbow	⇦+K, P
Half Spin, Heel Kick	⇦+K, K
Double Kick	K, K
Gatling Knee	⇨+K, K
Double Low Spin Kick	⇗+K, Hold ⇩, K
Volcanic Elbow	P, P, P
Volcanic Mid-Kick	P, P, K
Dancing Rush	P, P, K, K
Volcanic Knee	P, P, ⇨+K
Devil's Rush	P, P, ⇨+P, P (TY)
Genocide Rush	P, P, ⇨+P, K
Low Spin Rush	P, P, ⇩+K, Hold ⇩, K
Inferno Rush	⇨+P, K, K, K
Heaven Smash	⇘+P, Hold ⇘, P, Hold ⇘, P
Twister Uppercut	⇩⇘⇨+H+P+K
Flying Knee Kick	⇨⇨+P+K
Turn Rolling Elbow	(BT) ⇦+P
Turn Heel Kick	(BT) ⇦+K
Fake Rolling	⇩⇘⇨+H

Opponent Downed

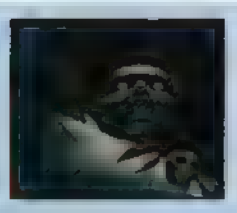
Stomp	⇘+K
Jumping Stomp	⇧+K

Throws/Grabs

Wild Throw	H+P
Knee Storm	⇨⇦+P+K
Beast Fang	⇘, Hold ⇘, P+K
Neck Hunting	(OT) H+P
Knee Strike	⇨+H
Forward Trap	⇨⇨+H
Backward trap	⇨⇦+H
Lift Nape	(OC) ⇘+H
Hook Elbow	(OT) ⇨+H
Head Crash	(OT) ⇨⇨+H
Burst Elbow	(OT+C) ⇘+H

HIDDEN FIGHTER

RAIDOU



Nationality: Japan

Spinning Back Knuckle	⇦+P
Smash	Hold ⇘, P
Palm Arrow	⇘+P
Smash Hook	⇧+P
Shoulder Tackle	⇦⇨+P
Knee Lift	⇨+K
Heel Hammer	⇦+K
Javelin Kick	⇧+K
Drop Kick	⇗+K
Thrust Kick	(FC) K
Rolling Sobat	H+K
Leg Spike	⇗+K
Sliding Kick	⇩+H+K
Reverse Double Hammer	⇨⇨+P, P
Storm Hook	P, P, P
Storm Back Knuckle	P, P, ⇦+P
Storm Sobat	P, P, K
Rush Sobat	P, ⇨+P, K
Crash Leg Spike	⇨+P, P, ⇩+K
Trap Heel Hammer	K, K
Trap Reverse Hammer	K, P, P
Head-Butt	P+K
Giant Uppercut	⇩⇗⇦+P

Counter

Catching Cross Hold	(MK) ⇩⇗⇦+H

Opponent Downed

Stomp	⇘+K
Jumping Stomp	⇧+K

Throws/Grabs

Belly To Belly	H+P
Neck Hanging Tree	⇦+H+P
Quebradora Congiro	⇦⇗⇩⇘⇨+P
Victor Cross Hold	⇩⇘⇨+H+K
Ghost Buster	(OC) ⇩+H+P
Flying Arm Bar	(OT) H+P
Swing Hold	⇨+H
Choke Slam	⇨⇦+H
Shoulder Breaker	⇨⇘⇩+H

Multiparts

1. Standing Arm Lock	⇨⇨+H
2. Standing Neck Lock	⇨⇘⇩⇗⇦+H
3. DDT	⇩⇗⇦+P
1. Leg Trip	⇩⇘⇨+H
2. Achilles Hold	⇨⇘⇩⇗⇦+H
3. Half Boston Crab	⇦⇗⇩+K
1. Side Arm Lock	(OC) ⇘+H
2. Arm Bar	⇩⇗⇦+H
1. Sleeper Hold	(OT) ⇨⇨+H
2. Swing Neck Hold	⇨⇘⇩⇗⇦+H

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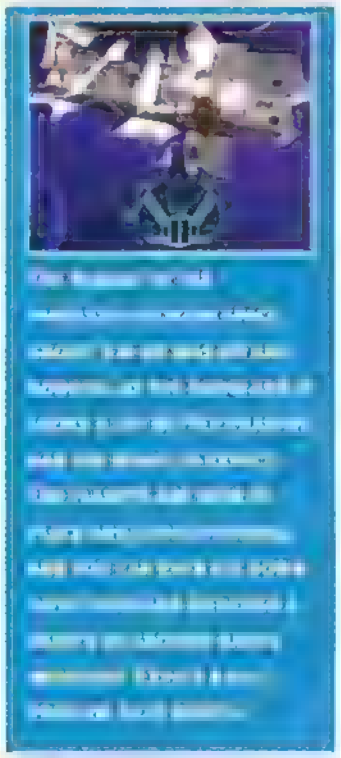
COLONY WARS: VENGEANCE



MOTO RACER 2

TIGER WOODS '99

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KNOCKOUT KINGS

SPECIAL SPECIAL! E3 Electronic Entertainment Expo

Knockout Kings from the rampantly-successful EA Sports brand is the latest in a growing range of titles to emerge on PlayStation later this year. Set for an autumn release, it features an almighty array of 38 famous boxers, including the likes of Mohammed Ali, Evander Holyfield, Lennox Lewis and Larry Holmes. Fans of the duelling gladiators can compete as, or against their heroes as they attempt to punch, parry and dance their way to victory in light-, middle- and heavy-weight categories. As you can see from the screenshot, the likenesses are uncanny – even down to the (how can we put this politely?) few extra pounds and well-rounded, er, rotundity of some boxers. Three ex-world champs have been drafted-in to give their authoritative approval to the fighting action, and subsequently motion-captured to emulate hundreds of real-fight moves. Long hours have gone into ensuring that each of the boxer ratings and AI is accurate, taking into account a number of factors, including strength and reach, amongst others. Famous referees, ring announcers and commentators will add impetus to what is shaping up to be another knockout licence.

So who's the greatest fighter? Find out soon at a PlayStation near you.

Publisher:	**Electronic arts**
Genre:	**3-D Fighting**
Players:	**1-2**
% Complete:	**50%**
Release Date:	**30 October '98**

"The likenesses are uncanny, even down to the rotundity of some boxers"

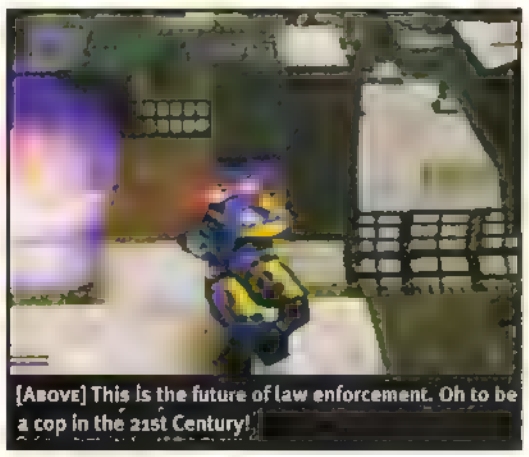
[Above] The damage caused by the blows soon becomes apparent as the faces become bloodied.

IT'S A 'BLAST TO THE FUTURE' WITH EA'S ROMPER-STOMPER!

FUTURE COP LAPD 2100

In a future not dissimilar to that seen in Ridley Scott's masterpiece, *Bladerunner*, *Future Cop LAPD 2100* pits you in an unforgiving world of gangland killing and ultra-violence, but gives you a fighting chance thanks to some dazzling weapons and a vehicle with the ability to transform at will. Set in 22nd Century Los Angeles, crime lords have seized the city and their gangs are running amok. Here's the good bit; you get to patrol the streets from a forced 3-D perspective in a 'supercharged assault vehicle that possesses the ability to change from an agile hovercraft into a mechanical Mech Warrior-type walker. This versatility should introduce a great tactical angle, as the hovercraft is faster than the mech, but doesn't pack quite the punch in the weapons department. We've seen the game running and it looks spectacular – especially the multitude of amazing weapons such as the Plasma Missile. There are 12 explosive levels, ranging from hostage rescues and gang infiltration to full-blown face-offs with an assortment of heavily armed cyborgs and mutants. Add to this a head-to-head split-screen and co-operative two-player mode and you'll agree, *LAPD 2100* looks like a mouth-watering prospect.

Publisher:	**Electronic arts**
Genre:	**3-D Action**
Players:	**1-2**
% Complete:	**55%**
Release Date:	**1 October '98**



[Above] This is the future of law enforcement. Oh to be a cop in the 21st Century!

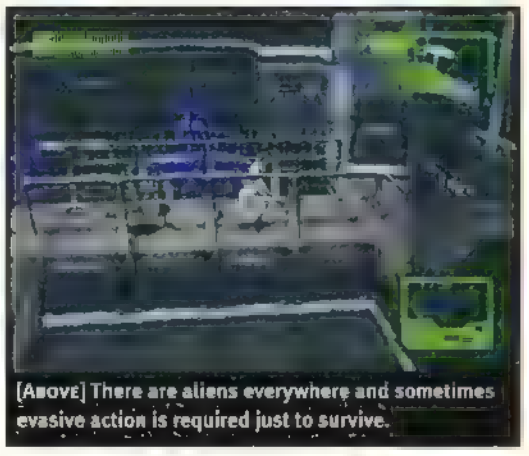
TAKE ON THOSE SLOBBERING XENOMORPHS!

ALIEN RESURRECTION

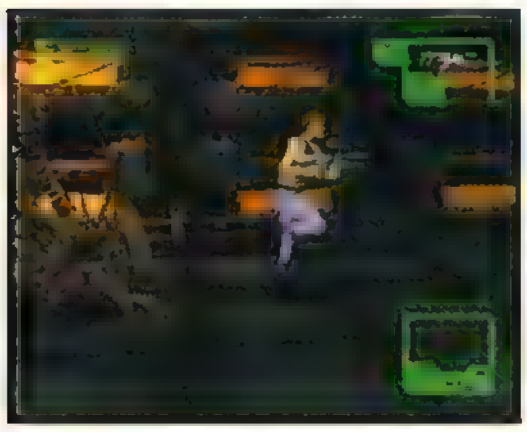
Unspeakable terror reigns supreme in the Geiger-inspired world of *Alien*, and Fox is more than ready to exploit what could be one of the most explosive action/adventure games come the autumn. If you can bare the tension, *Alien: Resurrection* will be a fast-paced, third-person shooter inspired by the slightly disappointing, but visually stunning film released earlier this year.

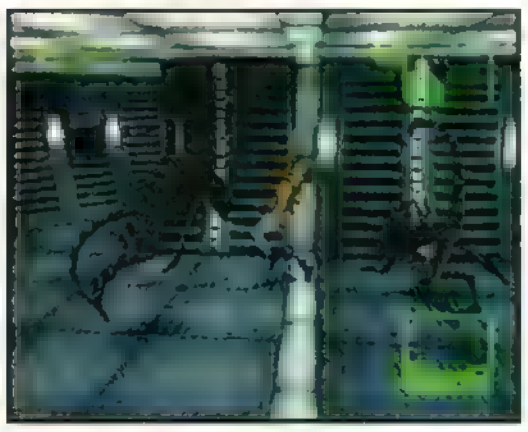
Publisher:	**EA/Fox**
Genre:	**Shoot-'em-up**
Players:	**1**
% Complete:	**60%**
Release Date:	**September '98**

Hyper-destructive weapons play a prominent role this time, in other words, there'll be no pussy-footing it around furnaces with a bald head and a bunch of mad monks. The producers have worked closely with those from the film to create the futuristic settings, sound effects and dialogue, which bodes well for a claustrophobic atmosphere. Players will need to flex the old grey matter, as well as their trigger fingers, if they want to survive the highly destructible environments of the stricken research vessel Auriga. You'll be able to choose one of five characters and fight through 13 chilling levels (with the help of an omnipresent talking computer) and watch the hunt unfold via a 'smart camera' system as you mow-down the unrelenting hoards of frighteningly-aggressive aliens. We'll spill the acid in a full review in the coming months.



[Above] There are aliens everywhere and sometimes evasive action is required just to survive.



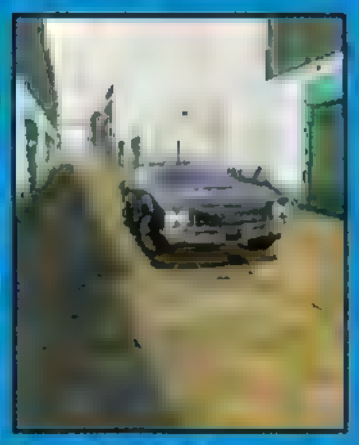


BULLITT MEETS THE ITALIAN JOB!

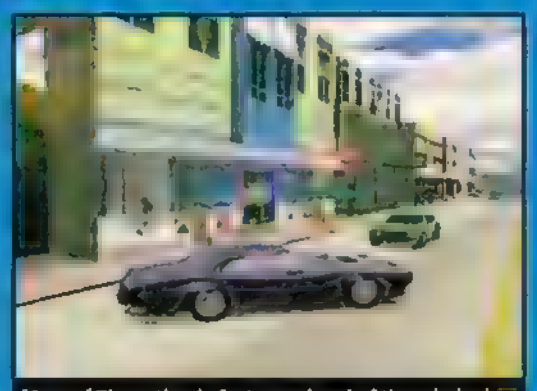
DRIVER

Reflections is probably best known for the car smashing mash-up *Destruction Derby*, so it comes as no surprise that the Newcastle based developer is currently putting the polish on the fantastic-looking *Driver* – a 3D action real-life police city race. Predictable comments regarding its undoubted similarity to concept to RMG's *Grand Theft Auto* are abound, but *Driver* has been in production for a long, long time and [illegible] the player only a scrambling 3rd [illegible]. Playing a getaway driver you tear up the tarmac through an urban landscape, free to go anywhere you please at any speed. If you fancy straying from busy high streets and freeways, try heading to the turf screen parks, pavements and packed car parks. Unfortunately, and try as you might, it'd be impossible to knock down pedestrians – they'll always drive out of the way at the last second. Bah! All the normal rules apply to other cars of course. They'll drive in the correct lanes, at the right speed and stop at traffic lights, but this doesn't mean that you have to follow these sedate rules. Expect amazing collisions, perfect car physics, multi-vehicle pile-ups and beautifully detailed cityscapes.

Publisher:	**TBA**
Genre:	**Racing**
Players:	**1**
% Complete:	**45%**
Release Date:	**Autumn '98**



[Above] *Driver* was undoubtedly one of the best-looking games at the E3 show, breathtaking in fact.



[Above] The action is fast paced and of the criminal variety. Think *GTA*, only miles better – that's *Driver*.

TEST DRIVE 5

BIG AIR

Yikes, another snowboarding game (yeah, you'd be dismissive too if you'd played as many as we have!), this one was developed by Accolade and will be published by EA in the autumn. The game is sponsored by a whole host of board companies and clothing manufacturers and features courses from all around the world with a two-player split screen. Could be promising then.

NASCAR '99

Noticed anything strange about EA's line-up? Yes, the games mostly tend to have '99' tagged on the end, which isn't a bad thing of course because there is a whole host of sporting updates coming your way, including this new *NASCAR* game featuring all of the 31 drivers, enhanced graphics as well as 18 different tracks.

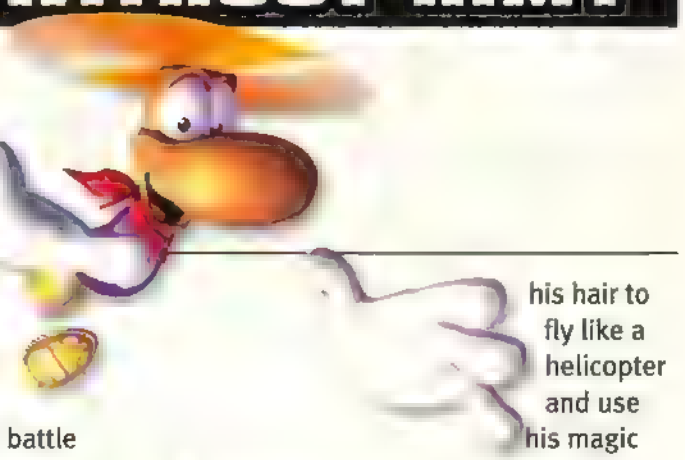
ALL STAR TENNIS

BRUNSWICK PRO BOWLING

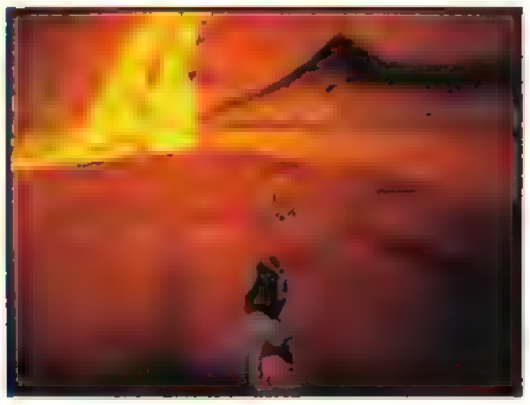
JACKIE CHAN'S STUNTMASTER

WHAT WOULD WE DO WITHOUT HIM?

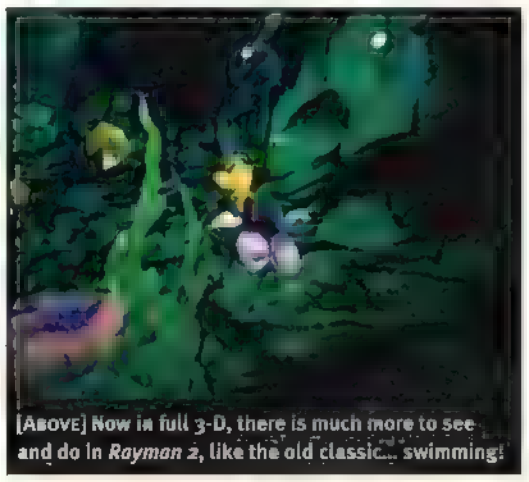
RAYMAN 2



It's well over two years since Ubi Soft's platform prankster saw the light of day on Playstation. But now he's back in an all-singing, all-dancing 3-D extravaganza. In what promises to be a huge action adventure, involving over 40 hours of rotating platform action, our diminutive hero must battle against Robot pirates, Two-footed Missiles, Zombie chickens, Piranhas and giant boss creatures. The task at hand is to free your chums and gather up all the ingredients for a miraculous soup that when combined will bring about the downfall of the Pirates. *Rayman 2* features ultra-smooth 30 fps 3-D action viewed from the third-person, and don't think for a minute that his trademark humour, amazing mobility and special powers have been overlooked. There's also 75 minutes of original music, some pretty stunning backgrounds and (naturally enough) advanced AI for all enemies. Besides the usual repertoire of moves, Rayman can swim, swing from vines, slide on ice, use his hair to fly like a helicopter and use his magic fist as a torch or grapple. Can he still strike a universal chord with gamers? We'll let you know in due course.



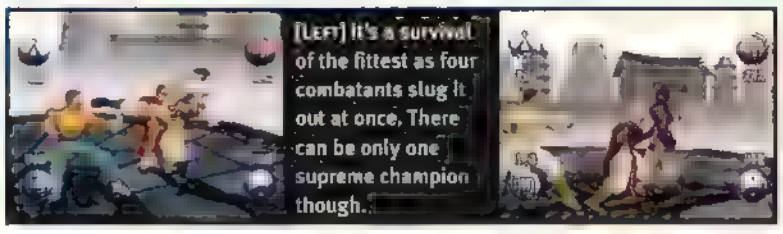
Publisher:	Ubi Soft
Genre:	3-D Platform
Players:	1
% Complete:	50%
Release Date:	January '99



[Above] Now in full 3-D, there is much more to see and do in *Rayman 2*, like the old classic... swimming!

EVERYBODY WAS KUNG-FU FIGHTING!

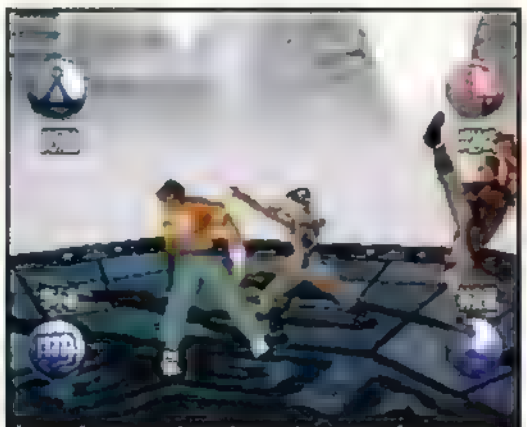
SHAO LIN



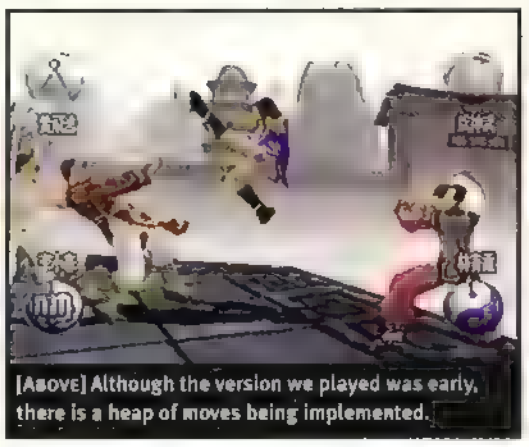
[Left] It's a survival of the fittest as four combatants slug it out at once. There can be only one supreme champion though.

In what constitutes a first for the genre, developer Polygon Magic is gearing-up for the first ever simultaneous four player beat-'em-up. Set against gorgeous, authentic Chinese temples, shrines, mountains, caves and cities, players can look forward to 'lightning fast action', controlling 12 detailed characters trained in six martial arts disciplines. More exciting still, the 'Vs' mode will offer various combinations of players, one human player will be able to take on six CPU-controlled opponents at once! This should make for some seriously exciting fighting sequences like those seen in all those Hong Kong Kung Fu B-movies. Other modes include: 'Training', where players can hone their skills in any one of the six styles of fighting, and 'Quest', which adds a welcome Action/RPG aspect similar to *Tobal No 2*, where you guide your chosen character on some kind of spiritual mission. Can four players, let alone seven, move smoothly and still look the mutt's nuts? After shaving our heads and wandering the land for more information, we'll let you know, grass-hopper.

[Above] Yeah... pick on the goon with the bad hair. There are no rules saying it's strictly all against all!



[Above] Never underestimate the power of a woman, especially a Karate-kicking one with a point to prove.



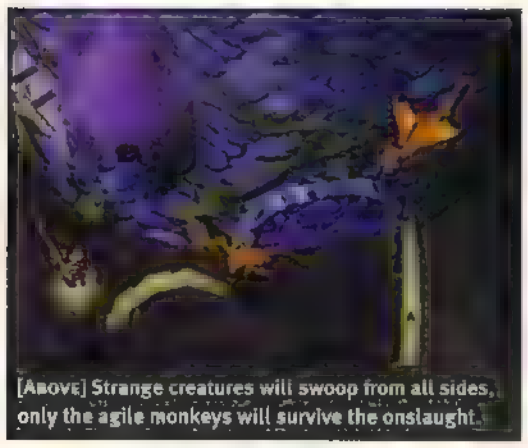
[Above] Although the version we played was early, there is a heap of moves being implemented.

Publisher:	THQ
Genre:	Beat-'em-up
Players:	1-4
% Complete:	50%
Release Date:	November '98

TAKE 2 PREPARES TO SPANK THE MONKEY

MONKEY HERO

Japanese developer Blam! is currently putting the finishing touches on it's forthcoming 3-D action adventure, *Monkey Hero*, and we were able to grab a sneak preview of this exciting project surrounding the antics of the titular hero of Chinese legend at the E3 show. The game is viewed from an isometric perspective thanks to a roving camera system, and looks quite similar to Crystal Dynamics' *Gex 3-D: Enter the Gecko*. Setting out on a magical quest, players join Monkey as he endeavours to restore a bit of peace and quiet in the three worlds by trying to find the whereabouts of the Eight Chapters of the Magic Story Book. A sprawling 3-D world awaits broken down into 16 dungeons, and as you'd expect, the game environments will be gigantic. There are over 40 diverse enemies awaiting the wrath of your powerful magic artefacts and a whopping 14 bosses crammed into each highly detailed setting. Inter-character conversations also play a major part, where better weapons and information needed to defeat the Nightmare Lords can be gleaned. The manga-style graphics and attention to detail are almost certain to turn a few heads when we give you the full low-down in a couple of months.



[Above] Strange creatures will swoop from all sides, only the agile monkeys will survive the onslaught.

[Above] Did somebody sneeze? The big bosses are radically rendered mounds of vindictiveness!

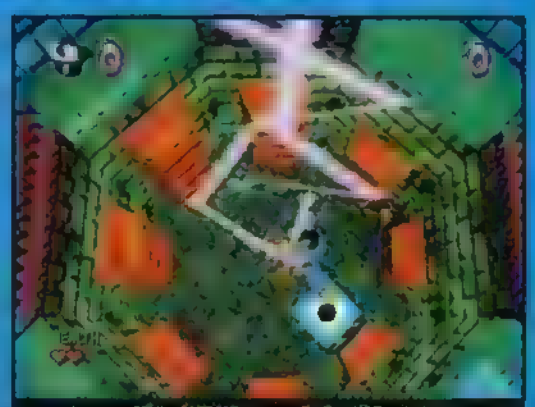
Publisher:	Take 2
Genre:	3-D Action
Players:	1
% Complete:	60%
Release Date:	September '98

HASBRO INTERACTIVE'S BALLS SAVE THE DAY!

GLOVER

A [illegible] not well in the Crystal Kingdom. Following a catastrophic explosion while mixing two potions, the wizard has turned himself into a [illegible] (everyone's one magical glove unscathed, but discharging seven energy-supplying crystals in the process. This cunning coincidence means only one thing: Hasbro is back with a 3-D filled and runaway 3-D arcade adventure where players – in the guise of the wizard's glove – take control of the first of the seven crystals (oddly transformed into a ball for gameplay purposes) and try to find the rest. There are 31 action-packed worlds to negotiate (Atlantis, Carnival, Pirates, Prehistoric, East and Out of this World) – all viewed [illegible] a third-person perspective and even at this stage the graphics look highly detailed and colourful. Each world will contain three standard levels, a bonus and a bosses level.

[Above] The theme in *Glover* is manipulating a ball around a 3-D environment.

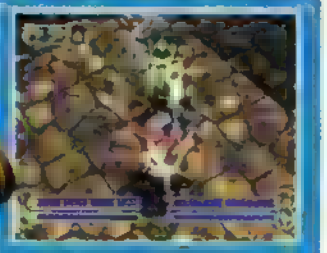


[Above] There are several large and unsavoury bosses that must be killed if you are to progress.

There will be lots of the usual power-ups, whereby your magic ball transforms into new shapes to manoeuvre through the levels. An original concept? You betcha! The blend of action and puzzles combined with the gorgeous scenery should prove to be a winning formula. More information next month.

Publisher:	Hasbro Interactive
Genre:	3-D Action/Puzzle
Players:	1
% Complete:	50%
Release Date:	November'98

GRANDSTREAM SAGA



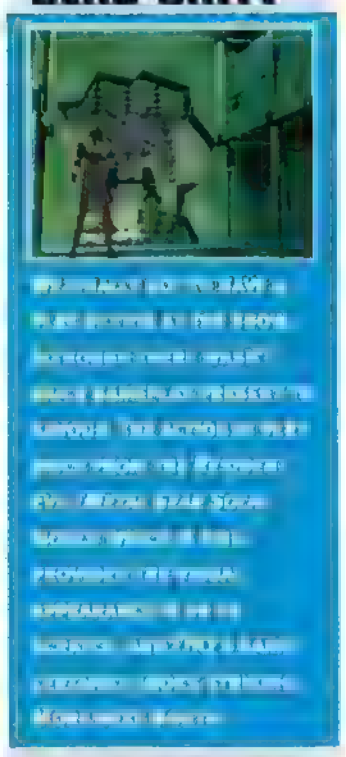
CROC II

Despite the first game being a tad lame, it still sold well enough to spawn a sequel and so here we are. You once again play as the courageous crocodile, but this time the proverbial balls have been torn off the 3-D platform world, blowing it wide open for non-linear exploration. We haven't played it yet, but it should be better than the first.

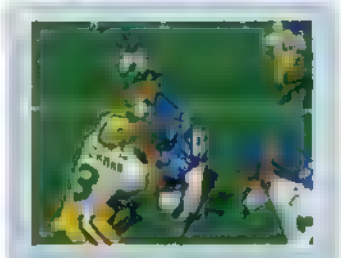
THRILL KILL

Typical, you wait an age for the first simultaneous four-player fighting game... and then two come along at once! *Thrill Kill* from Virgin is a lot darker than anything you've seen before with limbs being ripped off and used as makeshift weapons and blood and carnage as far as the eye can see. The game will be released in the fourth quarter of '98.

DEAD UNITY



MADDEN '99



THE CHUBBY GRIDIRON DEMIGOD IS BACK FOR HIS ANNUAL UPDATE, AND *MADDEN '99* BY EA LOOKS TO BE THE BEST GAME IN THE SERIES TO DATE. IT FEATURES REWORKED GRAPHICS AND APPARENTLY THE MOST SPOT-ON PLAY BOOKS IMAGINABLE. CHAMPIONED BY THOSE IN THE KNOW STATESIDE, THIS MUST BE GOOD THEN.

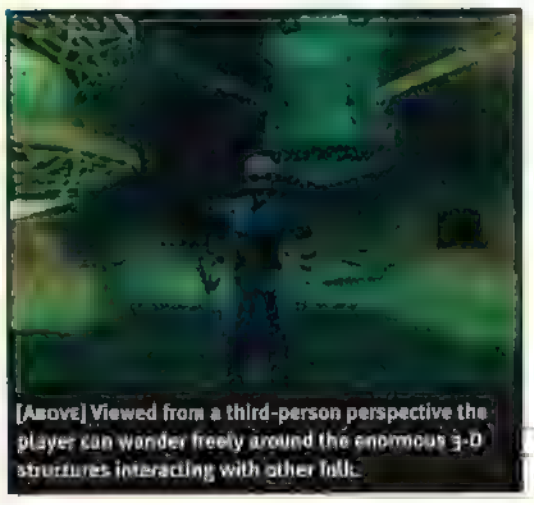
G-DARIUS

TAITO'S FAMOUS SHOOT-'EM-UP SERIES GETS A FRESHENED PLAYSTATION RELEASE COURTESY OF THQ. THIS VERSION WILL FEATURE ALL THE HALLMARKS OF THE PAST CLASSICS INCLUDING TWO PLAYER MODES, DIVERSE ENEMIES AND A WHOLE HOST OF POWER-UPS. THERE ARE ALSO SPLIT ROUTES THROUGH THE LEVELS SO THE PATHS TEND TO VARY CONSIDERABLY AND CHUCK NEW HAZARDS INTO YOUR PATH – SOME ULTRA SNAZZY WEAPONRY SHOULD SEE ALL THREATS OFF SOUNDLY ENOUGH THOUGH.

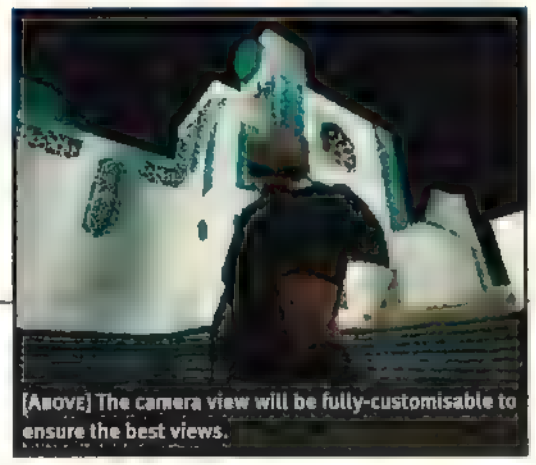
THE MOTHER-OF-ALL MOTION CAPTURE HAS ARRIVED!

OMIKRON

Imagine an enormous playing environment, the likes of which has only been seen in SquareSoft's *Final Fantasy VII*, and you can begin to appreciate the scale of French developer Quantric Dream's ground breaking new project. *Omikron* is an arcade/adventure set in real-time 3-D, inhabited by a proliferation of motion captured non-player characters. These aren't your common, all-garden variety mind you. In what is being heralded as an industry first, facial motion capture will add a whole new dimension to combat and dialogue. In the future the thousand-year-old Prince of Demons, Astorath is gathering souls (as you do) within the crystal domed walls of Omikron – a kind of futuristic city. Your mission, should you decide to take it, is to take over the body of any citizen by touching them via a system called 'virtual re-incarnation' and prevent Astorath from dominating the parallel universe of Phaenon. Eidos is confident that a free-roaming, hi-res game world – crammed onto three CDs – will allow players to immerse themselves into a world, which allows you to hold lengthy conversations, fight in close combat and drive a multitude of vehicles. PLAY will be keeping a close (motion captured) eye on *Omikron* as it unfolds over the coming months to see whether it lives up to it's potentially epic proportions.

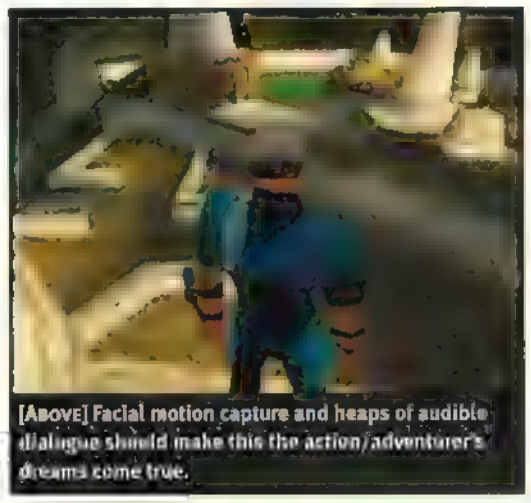


[ABOVE] Viewed from a third-person perspective the player can wander freely around the enormous 3-D structures interacting with other folk.



[ABOVE] The camera view will be fully-customisable to ensure the best views.

Publisher:	Eidos
Genre:	3-D Action/Adventure
Players:	1
% Complete:	35%
Release Date:	March '99



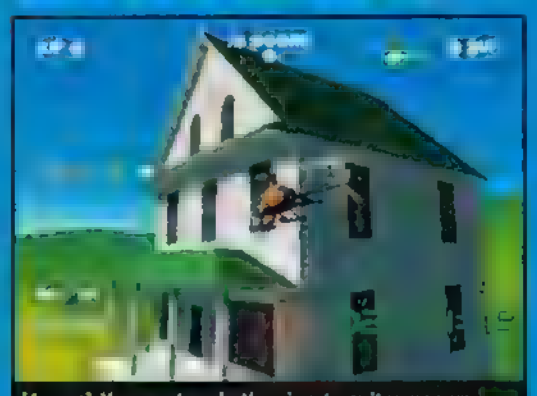
[ABOVE] Facial motion capture and heaps of audible dialogue should make this the action/adventurer's dreams come true.

GRAB YOUR CHOPPER AND GIVE IT A WAGGLE!

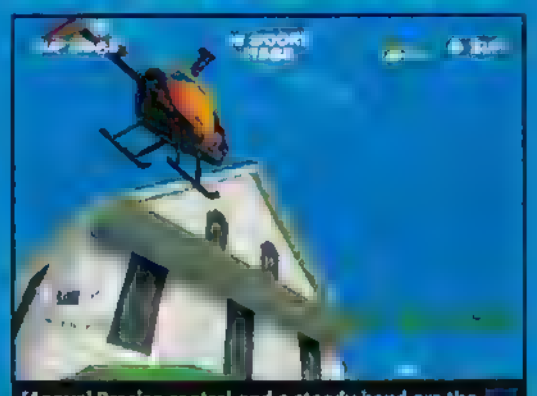
R/C STUNT COPTER

This winter, you'll be able to take to the air and recreate a true remote control helicopter experience thanks to the creative talent of Shiny Entertainment. Like *MDK* before it, *R/C Stunt Copter* is yet another example of true ingenuity and total playability, where players are encouraged to use Sony's Dual Analogue Controller to the max, negotiating Free Flight, Competition, Mission and Training modes. To ease players into the game, a gradual learning curve will introduce you to subtle stick-play required to fly a real model helicopter. As player dexterity improves, the difficulty level can be toggled – stabilisers can be removed and exact mathematical physics need to be adhered to. The game is already frighteningly addictive and all we can do is the demo is manoeuvre toward colourful balloons and pop them. Moving targets and variable wind conditions are promised for real pros and without getting too technical, *R/C Stunt Copter* looks the happy's privates and we'll be throttling back for a more detailed look very soon.

Publisher:	Interplay
Genre:	Helicopter Sim
Players:	1-2
% Complete:	40%
Release Date:	Winter '98



[ABOVE] You can toggle the view to suit your own personal preferences.



[ABOVE] Precise control and a steady hand are the only way to achieving your goals.

100% PlayStation 0% fair

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arena

views · questions · criticisms · ideas

There has never been a better time to get your views across to the PLAY team. GAMEPLAY, the official sponsor of Arena, has upped the stakes and is awarding a voucher for £150 to spend in the GAMEPLAY mail order for the best letter of the month. It is even awarding a £50 voucher to the runner-up. Not bad! The address is: Arena, PLAY MAGAZINE, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS. Or e-mail us at: play@paragon.co.uk.

LIFE TIME CRISIS

Dear PLAY,

I have to confess to being a total *Time Crisis* nut. I mean, I play it ALL the time. I only recently dragged myself away from it for long enough to play *RE2* before I was back blasting away at the telly again until three in the morning. (By the way, you don't think that's why my girlfriend dumped me, do you?)

Now you may well be thinking, "You sad, miserable little git, why are you writing to us?" The answer is simple. Do you know what the fastest possible time for stage one of the arcade game? I've managed 2' 36.13" and reckon that it's possible to go faster once I've had the necessary neural enhancement done.

I have tried everything else that is possible, including sitting, standing and lying positions, left-handed, right-handed, two-handed and even the reflexive clenching of butt cheeks in order to activate the duck/reload mechanism.

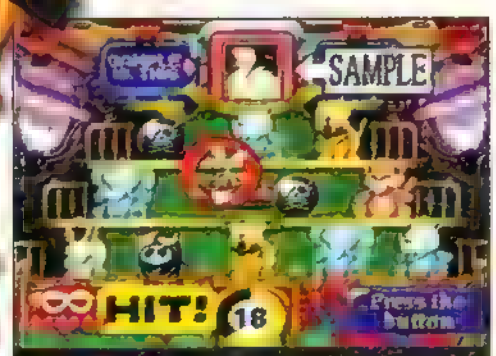
Please tell me? This addiction is beginning to ruin my life, not to mention my second controller.

Thanks in advance,

Richard Cooper, e-mail

"I HAVE TO CONFESS TO PLAYING TIME CRISIS ALL THE TIME. DO YOU THINK THAT'S WHY MY GIRLFRIEND DUMPED ME?" RICHARD COOPER

It has to be said that *Time Crisis* is a great game, and many of us still like the occasional shoot-out, but big human punks are nowhere near as demanding on your aiming skills as the assorted tiny targets of Namco's *Point Blank*. You'll go mad for that when it comes out in July. Anyway, the fastest time we have seen for that stage is 2' 30.30". Check the Time Crisis On The Internet web site (verasnaship.simplenet.com/vidgames/), run by major fan Mark Kim for the latest times on the arcade cabinet and home version.



[ABOVE] We reckon *Point Blank* rivals *Time Crisis* in the light gun battle for championship.

This raises the question of which games really get you badly hooked, the extra special cases where you can't go to bed until you beat them. What are the World's Most Addictive Videogames? We'll nominate *Gran Turismo*, *Abe's Oddysee* and *World League Soccer* as evening-absorbing monsters for a start.

FRENCH CONNECTION

Dear PLAY,

As a French player, I have spent hours on the net playing *Quake* with players around the world. The fun is no comparison with fighting against the computer, but then the Internet is slow, and that is sometimes very frustrating. I find the PSX link is a semi-good idea; great to play against an intelligent opponent, but do you know a lot of people having two TV sets in the same room and two PlayStations? I don't. I want to find a solution to this dilemma, I want to connect a modem to a PSX via the link port.

If you think this is a good idea or the worst one you've ever heard, please feel free to tell me what you think. You would be of great help if you had any information, technical or commercial about the link as Sony is less than communicative about it (at least in France!) Anyway, I won't stop working on it until (a) it works (b) it is proven that it is technically impossible (c) it is proven that it is far too expensive.

By the way, many congrats on your web site, it is one of the best I have seen, and the first one with a real page dedicated to link playing.

Jérôme, e-mail

Firstly, the traditional link-up option isn't as impractical as you suggest. Most people have two televisions, and the idea is that your friend brings his own PlayStation round, which is simple

enough. However, the PSX modem idea has great potential. Sega are way ahead of you though, with a built in modem included in their new Dreamcast console giving excellent multi-player possibilities. Whether console gaming on the Internet takes off with Sony or Sega, the most important factor in Europe has to be toll-free calls. What do you think? Will net access influence your decision on buying PlayStation 2?

NEWBIE

Dear PLAY

Your magazine is the best! This is my first letter to you since getting my PlayStation in December and I was wondering if you could answer my questions?

1. My friend has told me that on *Grand Theft Auto* there are cheats to have any vehicle at any time and that you can play as the jogger or police officer. Is this true?

2. Is *WCW vs NWO* coming to the PlayStation? If so, when?

3. What should I buy out of *GT*, *The Need For Speed 3* and *Rally Cross*?

Peter Roberts, Belfast

1. When quizzed about this one, the ever articulate cheat messiahs on our sister tips magazine *PowerStation* replied in unison, "bullsh*t!" There you have it.
2. Not exactly. *WCW* and *NWO* recently joined their brand names together, making the old licence redundant. Publisher THQ will release the all-new *WCW-NWO: Live* just before Christmas this year, with a totally new engine and simultaneous four-player modes.
3. Eh? Have you read the magazine this past few months? Get *Gran Turismo*, Pete, and be quick about it.

GAMEPLAY GAME WINNER! AN OLDER MAN

WINS £150 VOUCHER FOR GAMEPLAY!

Dear PLAY,

Despite video gaming continuing to market itself at an older age bracket, one problem seems to dog me time and time again. That of the infrequent save opportunity. At the ancient age of 30, as well as a PlayStation, I also possess an 18-month-old daughter. This means that it is very rarely my own decision as to when to stop playing. Unfortunately this can present severe problems with many games. A good case in point is *TOCA*. It is not possible to save until you have raced both races of each circuit, including qualifiers, which usually takes around an hour and a half. It is difficult to estimate the number of times that I have spent an hour or so racing only to be forced to lose all progress.

There are many other games which seem to ignore the fact that there are occasions when you just need to save your progress and switch off. *Final Fantasy VII* at times was such a pain, often having to scroll through text not even reading, whilst tearful cries rang through my head until a saving chance was found.

A valid criticism of giving players numerous save points is that it makes any game much easier. However, I personally would prefer to have the option. Just because a saving chance is there, it doesn't mean that you have to use it.

Games like *Doom* (on the PC) and *Duke Nukem* survived, even having an option to save at any time. I am usually very strict on when I do save, unless the choice is taken away by external factors, like parental duties! If developers want to continue to appeal to an older market sector then I hope that they address this frustrating feature.

Colin Robinson, e-mail

The way we see it Colin, if your daughter is 18-months-old, she was conceived 27 months ago. Yet Sony launched the PlayStation here 35 months ago – so you had a choice back then to pick games instead of parenthood. Now that you have taken the wrong path in life, the only thing we can suggest is a gag-ball for the kid.

We do see your point though, but can you imagine how much infinite saves would be abused by people younger and less honest than yourself? Games which have been in development for two years would be finished by hardcore gamers in days, with special endings, secret characters and other bonus items exposed too early to extend the game's life. What games do you think got it just right in the past?

MANIC MINOR

Dear PLAY,

This is the first time I've written to you so I'm a bit shaky. I just want to say your magazine is the best and I try to get it every month. My mum and dad buy them for me and I also buy some too. I once bought a copy of PlayStation Plus and my dad had to chuck it away because of the amount of swear words in it. You also do cheats and solutions books that are better than demo discs because we are going to buy the real thing off you anyway.

Here are a couple of questions I'd like you to answer:

1. Do you have any cheats for *Wipeout*?

2. Do you have any cheats for *SimCity 2000*?

James Turley (10), Devon

Well, thank goodness that's settled then. Less foul language and more useful cover-mounts than the competition? Guilty! You'll find good cheats for those and probably any other games you own in the back pages of *PowerStation* magazine, James.

Peter Roberts wants to know whether *Wicken 3* is worth buying. Do pigs wade in mud?

EXCITING STUFF

Dear PLAY,

I saw Scott Thompson's letter last month concerning a V3 Racing Wheel purchased from Excitement Direct. I am Excitement Direct's MD and would like to say that we

RETURN TO SENDER

We now get so many letters here at PLAY that we found it impossible to offer feed-back without extending Arena to fill half the magazine. So now any questions relating to purchases, release dates and all other small matters will now be dealt with in this regular column.

[illegible]

Simon Jones, Devon

•Simon, see the lead news story on page six for the latest *Tomb Raider* information. Then see a head doctor about your artificial woman fixation.

[illegible]

Kieran Stratton, Dorset

•If you mean the cheats where it says in the introduction, "We present the Action Replay codes that you have all been waiting for," those are codes for use only with the Action Replay peripheral manufactured by Datel. Give them a call (01785 810 800) and they'll help you out.

[illegible]

Khushal Joshi, York

•And a shiny pound coin really was enclosed, Kieran, we really are sorry but the new pence is just not going to cover the printing costs of an entire colour book custom-made for you. It very nearly went on a doughnut, but your cash has now been returned.

[illegible]

Nicky Whitehead, West Yorkshire

•With the demise of *GamesMaster* and the shocking quality of *Games World*, the market is ripe for such a show, Nicky. You could almost guarantee two million viewers for a start, and then there are the people who are thinking of buying a PlayStation. When you set it up, remember to give us a call!

have contacted Scott and his problem has already been resolved. In any case, he has said that he did not mean to imply that we were at fault, he was actually upset with the lack of response from the manufacturer. Your reply quoted our exchange policy and not our returns policy. Our returns policy states that if an item becomes faulty within the warranty period, we will replace the item for a new one or exchange it for a different item or give a full refund. This is now clearly stated in our advert to avoid any further misinterpretation.
Angela Houlton,
MD Excitement Direct

We're glad that the unfortunate situation had a happy ending. Obviously, we get very concerned when our readers feel hard done by for any reason, but at least now we know now that Excitement Direct wasn't at fault.

Still, Scott Thompson's letter certainly attracted a lot of interest because we also received a letter from Dylan Wilks of Gameplay who offered to send one of his own delivery vans round to Scott's house with a replacement wheel, and we too were going to send one of our wheels... but we couldn't be bothered, erm, we do care about our readers really!

KICKED INTO TOUCH

Dear PLAY,
My son is football crazy and as I recently bought a PlayStation (for all the family you understand), I thought I would treat him to a football game of his choice.

Naturally, we wanted to buy the best and as the World Cup was approaching at the time, I decided upon *FIFA: Road To World Cup '98*. Glancing through your magazine, I saw in the 'Playlist' that this game was rewarded a 91% score with a comment of "Best all-round football game yet!" Great, one purchase later and we had, not only the best of the bunch, but also a World Cup tie-in game that would surely convey the euphoria of France '98 (I remember *World Cup Carnival* from US Gold when Mexico '86 was on, and although it was pants, the packaging was second to none!) Imagine my anger then when a few weeks later, I returned to the same shop to see what else was out and I noticed *World Cup '98*, also from EA, had just been released.

So my question now is why? Why bring out one game in the run-up to the World Cup and then another just before the tournament kicked-off? Seems a bit of a con to me, especially seeing as I thought I was getting the full deal with *FIFA:RTWC'98*. Is it just me or is anyone else p***ed off about this?
Danny Boothe, Blackburn

We fully sympathise with your situation Danny. However, *FIFA: RTWC'98* and *World Cup '98* are two separate games and were always billed as such. The first is designed to get your preferred team on route to France by playing through the qualifying games, and the second is the main event itself. You can play a World Cup in *FIFA:RTWC'98*, it just hasn't got all the official logos and mascots flying about the place.

STRANGE MOMENTS IN VIDEOGAMES #10

FIFA:RTWC '98

Alex of Newport tells us of a strange, even disturbing moment in EA's *FIFA: Road To World Cup '98*. Having edited his football team of choice (Shaftesbury FC) into the game, something weird happened when he went up against Newcastle – his entire, painstakingly reconstructed custom team were sporting the Newcastle away strip, and all players were replaced by Newcastle players! Now, his team is forced to wear the away kit of whoever he is facing, forever more! Interesting or what?

GAMEPLAY GAME WINNER! IZHENUTZ?

WINS £50 VOUCHER FOR GAMEPLAY!

Dear PLAY,
I know that you normally get butt-licking comments like this but your mag is tops with huge, well described reviews and large pictures that really show off what the PlayStation can do.

Anyway, I'll get to the point. Every month you receive letters from a******s who constantly criticise your reviews and try to convince you that what they know is right. Well this letter is for those people. PLAY are only offering us their opinions and are there to help us distinguish what is crap and what isn't. Everyone is entitled to their own opinions. There are probably people out there that think *Iznogoud* really is good. This may seem unlikely, but no matter how sad it sounds they can like what they want. If PLAY likes *Actua Soccer 2* or *Final Fantasy VII* it is up to them, not you. Mostly I agree with PLAY's reviews and I am glad that I buy a mag that expresses its own opinions and not those of the few.

Anyway, I've got an idea. Well, two really:
1. Take any ordinary Joe Public off the street and bung them in your car and get them to give reader's reviews in a little box in each review space, or...
2. When new games come out people could send in their reviews to be put in next to the news section of your mag.

Both of these solutions would save space in the letters pages and will also keep those whining bastards off your case. Cheers for listening.
Nick Gillham, Kent

The thing is, when people write in with their opinions about what games should have scored, it lets us know how closely our readers agree with us. Going nuts and saying something should've been awarded over 100% isn't very constructive, but when people honestly disagree and most importantly back their argument up with valid praise or criticism, that can be useful.

About the reader reviews, systematically abducting people off the streets might earn us some time behind bars, but the second option of readers mailing in their reviews of the latest games is definitely workable. Is it time for a Reader Reviews section?

"WHY BRING OUT ONE GAME IN THE RUN-UP TO THE WORLD CUP AND ANOTHER JUST BEFORE THE TOURNAMENT KICKED-OFF?" DANNY BOOTHE

THE PLAY DEBATE
WHERE THE READERS DECIDE

IS GRAN TURISMO ALL IT'S CRACKED UP TO BE?

Now that the most hyped game of recent times has had a couple of [illegible] what do you think of *Gran Turismo* on its own merits? Is it seriously the best racing game of all time, just the best on PlayStation, or not even that? Does the lack of a link option in an otherwise very advanced game make your blood boil? Or the steering wheel compatibility problems that are emerging? Let us know.

BEEFCAKE BOMBER

Dear PLAY,
I have a few questions for you to answer for me...
1. Will the *Bomberman* multi-player option be split screen or will it be like the Super NES version where you just see all of the men on a big screen?
2. Is there a release date for *Tekken 3*? And will it be worth buying after getting the first two?
3. Can you do a big Workstation on *South Park* because I love the cartoon!
4. What is the meaning of life?
Stephen Turvey, Northants

1. *Bomberman World*, which you must have missed in issue 36, uses the classic all-on-one-screen *Bomberman* style, with up to five players.
2. September, and the new graphics, characters and moves make it well worth getting no matter what other fighting games you own. It got 97% for a reason!
3. Information is a bit sparse at the moment for a feature, but as fellow South Park fans you'll hear everything we know as we get it.
4. Ah, the token duff jokey question eh? The meaning of life is... oh dear, would you believe it, we're out of space!

We reserve the right to edit your letters and regret we cannot reply personally. If you want us to print your e-mail address, please give specific permission.

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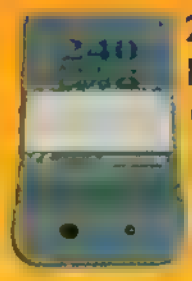

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PLAYLIST

THE ULTIMATE PLAYSTATION BUYERS' GUIDE

UPDATED EVERY MONTH

PlayStation

PLAYBACK

These are our very own top tens for each category and do not conform to the rating they were originally given. It's simply what the team feels are the best games on PlayStation at the moment and ones you'd all be well advised to take a look at.

Beat-'em-ups

1. Tekken 3	97%
2. Dead Or Alive	91%
3. Soul Blade	96%
4. Tekken 2	95%
5. Bushido Blade	94%
6. SF EX Plus	91%
7. Bloody Roar	85%
8. X-Men Vs SF	82%
9. SF Zero 2	94%
10. Tobal 2	92%

First person shoot-'em ups

1. Forsaken	92%
2. Duke Nukem	90%
3. Doom/Final	93%
4. Tenka	86%
5. Mechwarrior	91%
6. Exhumed	84%
7. Alien Trilogy	91%
8. Disruptor	87%
9. Magic Carpet	90%
10. Tunnel B1	87%

GAME										ISSUE REVIEWED	SCORE	WE SAY...
4-4-2	1-2	●								26	57%	Dated and disappointing Sunday league stuff.
2Xtreme	1-2	●								19	52%	Tedious multi sports effort – fading fast.
3D Lemmings	1	●				●				01	69%	Famous puzzle game, now in 3D! Average.
Abe's Oddysee	1	●								26	90%	The most addictive platform game on the PSX!
Ace Combat*	1-2	●								01	81%	Slightly repetitive flight sim.
Ace Combat 2*	1	●							●	23	84%	Far better graphically and playability wise.
A-Train*	1	●				●				09	62%	Complex resource management with trains.
Actua Golf	1-4	●	●							10	88%	Best golf game on PSX so far (until *Golfz*).
Actua Golf 2	1-4	●								23	80%	Not as good graphically, but still great fun.
Actua Ice Hockey	1-4	●	●						●	32	70%	A worthwhile stab at the sport, but not without faults.
Actua Soccer	1-2	●								04	79%	Slick looking footy sim, now dated.
Actua Soccer: Club Edition	1-2	●								22	62%	Cynical re-badged version of above.
Actua Soccer 2	1-4	●	●						●	28	90%	The best football game on the PlayStation!
Adidas Power Soccer	1-4	●	●							06	74%	Great then, now failing against the competition.
Adidas Power Soccer '97	1-4	●	●							19	52%	Same game, but with UK teams. Poor
Adidas Power Soccer '98	1-4	●	●						●	36	75%	Fantastic-looking, but not free-flowing enough.
Adventures of Alundra, The	1	●								34	86%	Engrossing and enchanting RPG.
Agile Warrior:F111X	1	●								03	79%	Simple brainless shoot-'em-up from Virgin.
Air Race	1-2	●								27	68%	Humdrum racer offering short-term appeal.
Alien Trilogy	1	●								06	91%	Deeply scary space shoot-'em-up. Great fun.
Allied General	1-2	●								19	51%	Hexagonal strategy for bores and generals.
All-Star Soccer	1-8	●	●							24	80%	Superb comic commentary, not bad footy !
Alone in the Dark 2	1	●								04	77%	Intruiging French 3-D adventure based on PC.
Andretti Racing '97	1-2	●		●	●		●			11	74%	Average split screen American racer.
Aquanaut's Holiday	1-2	●								10	58%	Impenetrable and dull underwater guff.
Area 51	1-2					●		●		21	68%	Rough coin-op conversion using light gun.
Armoured Core	1-2	●								35	69%	Fun, but linear robot beat-'em-up.
Assault Rigs	1-2	●		●						03	81%	*Tron*-like tank blasting game. Good link-up.
Atari Collection, The	1	●								21	81%	Many classics. Best: *Missile Command, Asteroids.*
Auto Destruct	1	●								29	84%	Ultra-violent Armageddon on wheels!
Ayrton Senna's Kart Duel	1-2	●		●			●			14	71%	Ropey racing engine, jerky action.
Ballblazer Champions*	1-2	●			●					22	69%	Dull as dishwater futuristic sports.
Batman Forever	1-2	●								15	41%	Bloody awful film licence – avoid!
Battle Stations	1-2	●								25	51%	Flat and unconvincing naval strategy...
Beast Wars Transformers*	1	●								30	65%	Transforming fun that's far from easy.
Bedlam	1	●				●				25	78%	Muggy and complicated *Syndicate* wannabe
Big Hurt Baseball*	1-2	●								09	81%	Moderately successful sports conversion.
Black Dawn	1	●								15	76%	Average helicopter shoot-'em-up.
BLAM! Machinehead	1	●								12	79%	Graphical masterpiece, but no depth at all.
Blast Chamber	1-4	●	●							15	82%	Clever puzzles with rotating rooms.
Blood Omen: LOK	1	●								18	81%	Be a vampire – top bloody fun.
Bloody Roar	1-2	●								34	85%	A fine quality beat-'em-up.
Bomberman World*	1-5	●	●							33	85%	A fun-fuelled party game to blow you away!
Brahma Force	1	●								31	85%	Stompingly good mech-warrior action.
Broken Helix*	1	●								24	75%	Absorbing 3-D adventure, but bad graphically
Broken Sword	1	●				●				14	84%	Slick point 'n' click adventure.
Broken Sword 2	1	●				●				28	90%	Beautifully intuitive point 'n' clicker.
Bubble Bobble	1-2	●								11	85%	Arcade fun from the early Eighties.
Bubsy 3D	1-4									15	82%	Passable 3-D cartoon romp.
Burning Road	1-2	●		●			●			12	76%	Turbo nutter action with big trucks.
Bushido Blade*	1-2	●		●			●			20	94%	Stylish and brutal sword-fighting.
Bushido Blade 2*	1-2	●		●						35	80%	Very disappointing sequel.
Bust-a-Move 2	1-2	●			●					08	88%	Simple, yet totally addictive puzzler
Bust-a-Move 3DX*	1-2	●								30	88%	Once you pop, you can't stop!
Bust A Move*	1-2	●								36	88%	Brilliant rhythmic dancing action!
Buster Bros Collection*	1-2	●								22	86%	*Pang* gets the 32-bit treatment.
Cardinal Syn	1-2	●							●	34	85%	Great gory action flawed by the control system.

* Indicates an import review

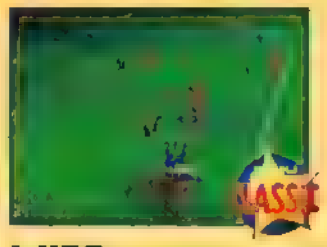
GAME										ISSUE REVIEWED	SCORE	WE SAY...
Carnage Heart	1	●								23	57%	Dull robot strategy adventure on the moon.
Casper	1	●								12	65%	Plain and unimaginative film game.
Cheesy	1	●								15	50%	It certainly is...
Chessmaster 3D	1-2	●								08	68%	Chess. On PlayStation. Hmm...
Chill	1-2	●							●	33	56%	Uninspired and jerky snowboarding game.
Choro Q*	1	●								11	70%	Quirky but rough cartoon racer.
Choro Q 2*	1-2	●				●		●		22	85%	More cars, big miniature fun.
Chronicles of the Sword	1	●					●			18	43%	Tedious adventure – avoid!
Circuit Breakers	1-4	●	●						●	35	81%	Great fun, but very limited in areas
City of Lost Children	1	●								18	78%	Slow moving French 3-D adventure.
Clock Tower	1	●					●			27	83%	Stylish, and utterly chilling murder mystery!
Colony Wars	1	●							●	27	**92%**	Gorgeous, totally playable space blasting
Command & Conquer	1									16	79%	PSX version slow and sorely lacking.
C&C: Red Alert*	1-2	●		●			●			29	**90%**	The last word in real-time wargames.
Contra: Legacy of War	1-2	●								16	62%	Scappy arcade shoot-'em-up from Konami.
Coolboarders	1	●								16	82%	High speed stunts on a snowboard.
Coolboarders 2*	1-2	●		●	●				●	26	81%	The definitive snowboarding game.
Courier Crisis	1	●								30	54%	Bring back the old Paperboy!
Crash Bandicoot	1	●								13	84%	Technically brilliant platformer.
Crash Bandicoot 2	1	●							●	29	86%	Crash returns in style!
Critical Depth	1-2	●			●				●	32	72%	Above average underwater blaster.
Criticom	1-2	●								04	87%	Early average beat-'em-up. Now forgotten.
Croc: Legend of the Gobbos	1	●							●	26	78%	It's intellectual theft, but fun nonetheless!
Crow: City of Angels	1	●								21	21%	Absolute shite!
Crusader: No Remorse	1	●								18	80%	Decent shoot-'em-up from the PC.
Crypt Killer	1-2							●		18	38%	Blocky, dreary, shoddy shooter.
Cyberia	1	●								04	67%	'On rails' FMV shoot-'em-up. Ugh!
Cybersled	1-2	●			●					01	55%	Vivid colours, but ultimately dull.
CyberSpeed	1	●								02	65%	Putrid futuristic *Hi-Octane*-style racer
D	1	●								06	69%	Mediocre 3-D adventure – slow.
Dark Forces	1									17	75%	Appalling *Star Wars* conversion.
Darklight Conflict	1									22	79%	Fantastic looking, but sadly boring.
Dark Omen	1	●					●			33	85%	Polished action/strategy simulation.
Darkstalkers*	1-2									10	88%	Very playable beat-'em-up from a coin-op.
Dead Ball Zone	1-2	●							●	35	84%	Very playable futuristic mutilation mayhem!
Dead Or Alive*	1-2	●							●	34	91%	The breast beat-'em-up in ages!
Deathtrap Dungeon	1	●								33	88%	A compelling high-drama dungeon adventure.
Defcon 5	1	●								03	88%	Run-of-the-mill space adventure. Slow.
Descent	1-2	●		●						06	85%	Was good, now utter cack!
Descent 2	1-2	●		●						24	63%	Almost the same game. Not that fun to play.
Destruction Derby	1-2	●		●						01	86%	PSX showpiece and good two player.
Destruction Derby 2	1	●								14	82%	Better, but lacks link-up – bah!
Devil's Deception	1-2	●								32	68%	Intriguing and challenging, but looks a bit dogy.
Diablo	1-2	●								34	74%	Fun, but repetitive arcade role player.
Die Hard Trilogy	1	●					●	●	●	11	**92%**	Utterly brilliant three film games in one.
Discworld	1	●					●			01	74%	Unfunny cartoon adventure.
Discworld II	1	●					●			28	80%	Humourous off-the-wall adventuring...
Disruptor	1	●								14	87%	Impressive 3-D *Doom* clone.
Doom	1-2			●						03	**93%**	Top link-up, but now looking dated.
Dracula X*	1	●								21	84%	Japanese vampire platformer.
Dragon Ball Z GT: Final Bout*	1-2	●								29	39%	Dismal beat-'em-up.
Duke Nukem	1	●		●					●	29	**90%**	Fantastically playable shoot-'em-up.
Dynasty Warriors*	1-2	●								25	71%	Restrictive and bizarre beat-'em-up, but pretty.
Earthworm Jim 2	1	●								12	69%	16-bit fun, but joke is wearing thin.
Einhander*	1	●								31	**90%**	Another genre sewn-up by Square. Breath-taking!
Epidemic*	1	●								19	71%	Slow and boring disease adventure.
ESPN Extreme Games	1-2	●								02	73%	Tiresome sports, no fun at all!
Everybody's Golf	1-4	●								36	85%	Highly enjoyable, fast-paced party golf game.
Excalibur 2555 AD	1	●								19	86%	Imaginative and lush RPG.
Exhumed	1	●								25	84%	Compelling Egyptian 3-D shoot-'em-up.
Explosive Racing	1	●		●		●				25	82%	Quick and playable racing, but not all new.
Extreme Pinball	1-2	●								07	54%	Miserable pinball sim with bad physics.
Extreme Snow Break	1	●								34	09%	Extremely crap.
Fade To Black	1	●								09	**90%**	Gripping sci-fi alien adventure!
Fantastic Four	1-4	●	●							26	69%	Hardly fantastic, but playable.
FIFA '96	1-4	●	●							03	81%	Unexceptional footy flannel.
FIFA '97	1-4	●	●							15	70%	Graphically better, but plays worse
FIFA: Road to World Cup 98	1-4	●	●						●	29	**91%**	Best all-round football game yet!
Fighter's Impact*	1-2	●								23	76%	Dated and blocky 3-D beat-'em-up. Buy *Tekken2*.
Fighting Force	1-4	●							●	27	89%	Brutally destructive two-player action.
Final Doom	1-2			●			●			13	82%	New levels, but otherwise the same.

PLAYBACK

Arcade style shoot-'em ups

1. Vigilante II 94%
2. Time Crisis 90%
3. Point Blank 90%
4. Colony Wars 92%
5. MDK 90%
6. Die Hard 93%
7. Twisted Metal 2 88%
8. Syndicate Wars 85%
9. G-Police 84%
10. Einhander 90%

Sports sims



1. WLS 90%
2. World Cup '98 86%
3. Smash Tennis 86%
4. Prem Manager '98 89%
5. Everybody's Golf 85%
6. Total NBA '98 93%
7. FIFA: RTWC'98 91%
8. Dead Ball Zone 84%
9. Actua Soccer 2 90%
10. Actua Golf 88%

Strategy & Adventure

1. Resident Evil 2 96%
2. Final Fantasy VII 95%
3. Tomb Raider II 95%
4. Resident Evil 95%
5. Death. Dungeon 86%
6. FFTactics 90%
7. Alundra 86%
8. Broken Sword II 90%
9. Night. Creatures 90%
10. C&C Red Alert 90%

LATEST PERIPHERALS ON PAGE 94

PLAYBACK

Puzzle & Party games

1. Puzzle Fighter 90%
2. Puyo Puyo Sun 87%
3. Bomberman World 85%
4. Micro Machines V3 92%
5. Poy Poy 84%
6. Bust-A-Move 3DX 88%
7. PaRappa the Rapper 82%
8. Bust-A-Move 2 88%
9. Kurushi 88%
10. Worms 92%

Racing games

1. Gran Turismo 97%
2. TOCA Touring Car 94%
3. Need For Speed 3 87%
4. Rage Racer 94%
5. Rally Cross 89%
6. Moto Racer 86%
7. Total Drivin' 84%
8. Formula 1 '97 90%
9. Wipeout 2097 93%
10. V-Rally 87%

Platformers

1. Gex 3-D 92%
2. Abe's Oddysee 90%
3. Crash Bandicoot 2 86%
4. Rascal 77%
5. Pitfall 3-D 70%
6. Klonoa 83%
7. Pandemonium 2 72%
8. Dracula X 84%
9. SkullMonkeys 83%
10. The Lost World 79%

GAME									ISSUE REVIEWED	SCORE	WE SAY...
Final Fantasy VII	1	●							27	93%	The final word in adventure!
Final Fantasy Tactics	1	●							32	90%	Epic and engrossing strategy/RPG challenge.
Firemen, The*	1	●							05	78%	16-bit looking fire-fighting action game.
Firestorm: Thunderhawk2	1	●							03	85%	Playable helicopter blast-'em-up from Core.
Firo & Klawd	1-2								15	64%	Garish cartoon cop adventure. Dodgy.
Formation Soccer*	1-2	●							24	58%	Expensive and dated-looking footy guff!
Formula 1	1-2	●		●			●		11	84%	Exhilerating and glorious F1 sim!
Formula 1 '97	1-2	●			●		●	●	26	90%	Well upgraded and stuffed with excitement!
Formula Karts: SE	1-2	●			●			●	28	75%	Too simplistic for mass appeal.
Forsaken	1-2	●			●			●	35	92%	A stunning achievement. Totally breathtaking.
Frenzy	1	●						●	36	73%	Fun, but short-lived arcade hokum
Frogger	1-4	●	●						27	69%	Genuinely disappointing frog-'em-up.
G-Police	1	●						●	27	84%	Atmospheric, pulse-raising 3-D arcade thrills!
Galaxian 3*	1-4	●	●			●			10	69%	Repetitive and confusing shooter.
Gex	1	●							06	76%	Wretched 3DO platformer with dumb lizard.
Gex 3-D: Enter the Gecko	1	●						●	33	92%	Compulsive & classy, the best platformer around!
Ghost In The Shell	1	●							34	73%	Nice package, but strictly for Mangaphiles!
Goal Storm*	1-2	●							01	69%	Disappointingly slow, fails to score...
Gran Turismo*	1-2	●			●		●	●	31	97%	The best racing game ever made!
Grand Theft Auto	1	●							30	88%	Criminally addictive road rage!
Grid Run	1-2	●	●		●				15	53%	Banal maze game with few rewards.
Gun Bullet*	1-2	●					●		26	85%	A real blast for one or two players...
Gunship	1	●							08	68%	Has not stood the test of time...
Hard Boiled	1	●							25	29%	A disasterously wasted licence...
Hardcore 4X4	1-2	●		●			●		15	81%	Hellish and repetitive off-road action
Hebereke's Popitto	1-2	●							02	43%	Why bother with this when *Puzzle Fighter* exists?
Herc's Adventures*	1-2	●							25	70%	Cute-looking run-of-the-mill adventure.
Hercules*	1	●							24	63%	Sweet and innocent, but simple and dull.
Hermie Hopperhead*	1	●							02	53%	Worthless cartoon platform banality.
Hexen	1	●							21	35%	One of the PSX's worst ever games!
Hi-Octane	1-2	●			●				03	80%	Reasonable Bullfrog racer.
Horned Owl*	1-2	●					●		05	73%	Poor excuse for a light gun game.
Hyper Tennis	1-4	●	●						11	78%	Utterly pointless tennis sim. There are better.
Impact Racing	1-2	●		●					05	87%	Good then, now utter tripe!
Incredible Hulk, The	1	●							17	45%	Nothing 'incredible' about it. Poor.
Independence Day*	1-2	●		●	●				21	47%	Wretched film-inspired nonsence!
International Moto X*	1-2	●		●					21	77%	Moderate motorbike racer.
Int Superstar Soccer Deluxe	1-4	●	●						17	83%	16-bit footy conversion, no frills.
Int Superstar Soccer Pro	1-2	●							22	84%	One of the best football games on PSX!
Int Track & Field	1-4	●	●						09	85%	Superb multi-player sports special!
In The Hunt*	1-2	●							04	69%	Miserable sub shoot-'em-up. Tosh!
Iron & Blood	1-2	●							17	75%	Passable medieval beat-'em-up.
Iron Man & Manowar	1-2								16	47%	As much fun as genital surgery!
Iznogoud	1								33	34%	An exceptionally bad platformer.
Jersey Devil	1	●						●	30	83%	Devilish gameplay, well worth a look!
Jet Rider	1-2	●							18	85%	Super-fast jetbikes, poor graphics.
Jet Rider 2*	1-2	●			●			●	31	78%	Fun, but essentially more of the same.
Johnny Bazookatone	1	●							04	85%	He's supposed to be cool. He's not.
Jonah Lomu Rugby	1-2	●	●						20	86%	Accurate and enjoyable rugby sim.
Judge Dredd	1-2	●					●		28	62%	Fantastic licence, disappointing game.
Jumping Flash	1	●							01	87%	Highly imaginative first person platformer.
Jumping Flash 2*	1	●							08	86%	Psychedelic sequel to above (only better).
Kick Off '97	1-2	●							25	68%	Doesn't do the name justice!
Kick Off World	1-4	●	●						36	77%	An average game replete with great options.
Kileak The Blood	1	●							01	57%	Sparse *Doom* clone that lacks any kind of thrill.
Kileak The Blood 2	1	●							05	65%	The same only with a '2' at the end.
Killing Zone*	1-2								08	57%	Contemptible beat-'em-up. Avoid.
King Bowling	1-4	●							02	37%	Uninspiring cartoon bowling sim. Duff.
King's Field	1	●							06	61%	Long lasting RPG, looks crap though.
King Of Fighters '95*	1-2	●							11	62%	Utterly pointless 2-D beat-'em-up!
King Of Fighters '96*	1-2	●							24	59%	Rips off every fighting game. Still crap though.
Klonoa: Door to Phantomile*	1	●							30	83%	Fast and loveable Japanese platformer.
Konami Antiques Vol. 1	1-2	●							31	58%	Varied, but dogged with too much rubbish!
Krazy Ivan	1	●							04	90%	Sumptuous visuals hide a real stinker!
Kula World	1-2	●							35	83%	Innovative puzzle fun with balls!
Kurushi	1	●							27	88%	Ultra high quality puzzler.
Last Report, The	1	●							33	27%	An utterly awful, unrewarding point and click!
Lifeforce Tenka	1	●							20	86%	Grisly polygonal *Doom* clone – flashy.
Little Big Adventure	1	●							19	83%	Outstanding graphical adventure!
Loaded	1-2	●							01	85%	Gutsy and mindless, but repetitive.
Lomax in Lemmingland	1								14	70%	Dull as dishwater platform game.

GAME												ISSUE REVIEWED	SCORE	WE SAY...
Lone Soldier	1	●										02	43%	Overrated *Rambo* rubbish!
Lost Vikings 2, The	1-2											23	72%	Playable platform strategy. Looks old though
Lost World, The	1	●										25	79%	Stunning-looking platformer, but shallow.
MDK	1	●										27	**90%**	Brilliantly conceived 3-D shooter.
Machine Hunter	1-2					●						22	72%	Decent *Paradroid*-inspired shooter.
Madden '97	1-4	●	●									12	81%	Solid and playable US football sim.
Madden '98	1-8	●	●									29	82%	A fine, albeit rough-looking Gridiron game.
Marvel Super Heroes*	1-2	●										30	87%	A highly playable beat-'em-up.
Magic Carpet	1	●										06	**80%**	Magnificent magic carpet ride!
Mass Destruction*	1	●										30	80%	Enjoyable, destructive tank romp...
Maximum Force	1-2									●		32	37%	Pales into insignificance beside *Time Crisis!*
Mechwarrior 2	1	●										19	**91%**	Top class big robot shoot-'em-up!
Mega Man 8*	1	●										21	82%	Playable and colourful, but ultimately shallow.
Metal Slug*	1-2	●										26	74%	Top maiming action, but not enough of it.
Mickey's Wild Adventure	1	●										12	79%	Standard cartoon platformer. Yawn!
Micro Machines V3	1-8	●	●									19	**92%**	Blistering racing game. Fantastic!
Midnight Run	1	●										31	**60%**	Hum-drum racer with short-term appeal.
Monopoly	1-4	●	●				●					28	75%	A fun and faithful conversion of the original.
Monster Trucks	1	●										18	74%	Competent, but dull off-roader.
Mortal Kombat 3	1-2	●										01	**93%**	Don't buy this, get *MK Trilogy* instead.
Mortal Kombat Mythologies	1	●										29	71%	Blood-soaked, but mundane platformer.
Mortal Kombat Trilogy	1-2											14	**92%**	Gory orgy of 16-bit gameplay. Not bad.
Moto Racer	1-2	●									●	26	86%	A seat-of-the-pants roller coaster ride.
Motorhead	1-2	●				●					●	34	79%	A turbo-charged, albeit short-lived racer.
Motor Toon GP 2*	1-2	●			●				●			10	79%	Highly playable cartoon racer.
Myst	1	●										07	68%	Humdrum static screen adventure. Sad.
Nagano Winter Olympics*	1-4	●	●		●						●	31	83%	Excellent multi-player winter challenge.
Namco Encore*	1	●										29	79%	Catching up fast – best: *Rolling Thunder.*
Namco Museum 1*	1-2	●										04	70%	Retro collection – best: *Pacman* and *Galaga.*
Namco Museum 2*	1-2	●										06	70%	Worse than Vol 1 – best: *Xevious.*
Namco Museum 3*	1-2	●										13	73%	Decent retro fix – best: *Pole Position II.*
Namco Museum 4	1-2	●										23	79%	Some cool games – best: *Pacland*
Nanotek Warrior*	1											22	76%	Tired shoot-'em-up set at molecular level.
Nascar Racing '96	1	●							●			15	80%	Comprehensive racing simulation – a bit jerky.
Nascar '98	1-2	●				●			●		●	28	82%	The complete Nascar package.
NBA Hang Time	1-4	●	●									31	60%	Slightly dated arcade basketball...
NBA In The Zone	1-2	●										05	79%	Solid sports sim, not as good as *Total NBA.*
NBA Jam Extreme	1-2	●										15	79%	Over exaggerated arcade port-over. Numb.
NBA Jam:TE	1-4	●	●									01	77%	Two-on-two multi-player mayhem. Good fun.
NBA Live '96	1-2	●										07	82%	Stale and lifeless basketball sim. Not much cop.
NBA Live '97	1-2	●	●									16	89%	All the latest stats and players – better engine.
NBA Pro '98	1-8	●	●									33	78%	Good, but not as good as the competition.
Need For Speed, The	1-2	●			●	●			●			06	84%	Classic supercar OTT racing. Superb link-up!
Need For Speed 2, The	1-2	●				●			●			21	**90%**	Rough looking, but actually more fun – long term.
Need For Speed 3, The	1-2	●				●			●		●	33	87%	Blindingly fast, but without some of the magic.
Newman Haas Racing	1-2	●				●			●		●	33	74%	Very similar to F1'97, which is better.
NFL Game Day	1-2	●										04	73%	American football – who cares?
NHL '97	1-8	●	●									15	86%	Intense ice hockey action – smooth and fast.
NHL '98	1-8	●										27	71%	Cool graphics, slushy gameplay.
NHL Face Off	1-2	●										04	78%	Admirable attempt, but a bit cumbersome.
NHL Face Off '98	1-8	●	●								●	32	80%	The best ice hockey game on the PlayStation
NHL Open Ice	1-4	●	●									32	40%	Outdated and obselete hockey for £40!
Nightmare Creatures	1	●									●	27	**90%**	A fantastic, full-on splatter flick!
Note, The	1	●										28	72%	Above average first person adventure.
Novastorm	1	●										01	38%	Contemptable FMV-spooled shoot-'em-up arse!
Nuclear Strike	1	●										26	88%	Better looking and bigger than *Soviet Strike.*
Off World Interceptor	1-2	●				●						02	77%	Jerky 3-D buggy battling disgrace. Avoid.
Olympic Games	1-8	●	●									09	89%	Utterly fantastic multi-player event.
Olympic Soccer	1-2	●										09	84%	Highly playable footy game, basic graphics.
One	1	●										30	86%	The most destructive game ever!
Onside Soccer	1-2	●										12	76%	Uninspiring footy with management aspects
Overblood	1	●										22	86%	Atmospheric, innovative 3-D space adventure.
Overboard	1-5	●	●								●	27	75%	Fun, repetitive and simple beat-'em-up.
Pandemonium	1											15	**90%**	Enjoyable platform game, but too restrictive.
Pandemonium 2	1	●										28	72%	Linear, but lovely-looking platformer.
Panzer General	1-2	●					●					05	73%	Strategy war game for dedicated anoraks.
PaRappa the Rapper	1	●										24	82%	Tap the buttons, sing the rhyme. Brilliant!
Peak Performance*	1-2	●				●			●			21	85%	Blistering 28-car joyriding – a great laugh!
Perfect Weapon	1	●										19	65%	Slothful 3-D adventure, lacking visual flair.
PGA Tour '96	1-8	●										02	86%	Well, it's golf innit. Buy the updated version.
PGA Tour '97	1-4	●										13	81%	Extremely able golfing sim. It's got the lot.

PLAYBACK

Platinum Range games

1. Tekken 2 95%
2. Tomb Raider 94%
3. Resident Evil 95%
4. Die Hard Trilogy 92%
5. Wipeout 2097 93%
6. Micro Machines V3 92%
7. Soul Blade 96%
8. Final Doom 84%
9. ISS Pro 84%
10. MK Trilogy 92%

LONG TERM

Ray Tracers

Length of test: 14 Months
Replay value: ★★★★★

When this came out (significantly more recent than 14 months officially), it was quite refreshing to see a combat driving game that was actually quite well done. It was good-looking and nice and fast, the only thing that let it down was that it was a bit basic. Going back to it now, *Ray Tracers* still has the original appeal. There is just something so satisfying about ramming enemies off of the track and going at those big bosses with your turbos. However, times have moved on since then, and this game look very ropey against some of the newer racing games. Okay so it may not be the same style of game as *Gran Turismo*, but the cartoon graphics in Ray Tracers look very dated indeed. The other problem is the ease in which you'll breeze through it. Mindless fun, maybe, but for a lasting challenge you'd be advised to leave well alone.

HARDWARE

Joypads

1. Dual Analogue — Sony
2. PSX 1 — LMP
3. Station Master — Logic 3
4. Cyclone — Phase 9
5. Program Pad — Interact

Light Guns

1. G-Con 45 — Sony
2. Erazer — Fire
3. Predator — Logic 3
4. PXS Light Gun — LMP
5. Protector — Logic 3

Joysticks

1. Dominator — Logic 3
2. Pro Arcade 2 — Fire
3. EagleMax — Act Labs
4. Arcade Stick — Namco
5. PS Arcade — Interact

Steering Wheels

1. Top Gear — Logic 3
2. PSX Wheel — LMP
3. NegCon — Sony
4. VRF1 — Fire
5. Per4mer — import

Please note, in the Playlist a '*' means that an import copy of the game was reviewed which may vary from the officially released game.

GAME										ISSUE REVIEWED	SCORE	WE SAY...
PGA Tour '98	1-4	●	●							28	63%	Best-looking golf, yet hampered gameplay.
Phat Air Extreme Snowboarding	1-2	●			●					35	22%	Very shoddy game in a saturated market.
Philosoma	1	●								02	85%	Great looking shoot-'em-up, but badly dated
Pitball	1-4	●	●							15	66%	Rough and confusing futuristic sports.
Pitfall: Beyond the Jungle	1	●								33	70%	An above average 3-D platform romp.
Player Manager	1-2	●				●				14	74%	Banal management game. No frills and slow.
PO'ed	1									07	87%	Scrappy *Doom* clone, meant to be humerous.
Point Blank	1-2	●						●		36	90%	Addictive gun fun... and it's legal.
Porsche Challenge	1-2	●			●		●		●	20	82%	Superb looking, technically brilliant. Too slow.
Power Instinct 2*	1-2	●								03	52%	Cheap and nasty beat-'em-up – stay well clear.
Powermove Pro Wrestling	1-2	●								16	51%	Men, in tights, absolutely awful game.
Powerplay Hockey '97	1-4	●	●							08	82%	Yet another hockey game, actually quite good.
Power Soccer 2	1-4	●	●						●	29	63%	Basically, not much fun at all!
Poy Poy	1-4	●	●							33	84%	Original and odd multiplayer shenanigans!
Premier Manager '98	1-4	●				●			●	36	89%	The best football managment game to date.
Primal Rage	1-2	●								04	85%	*Claymation*-based beat-'em-up. Poor now.
Prime Goal EX*	1-2	●								02	62%	Very average sprite based footy. Worse than *FIFA*.
Pro Pinball: The Web	1-2	●								10	90%	Was the best pinballer around, but now there's...
Pro Pinball: Timeshock	1-2	●								34	90%	...This baby! Tommy would go nuts for this!
Project Overkill	1	●								13	89%	Violent, bloody, but repetitive and no two player!
Psychic Detective	1	●								06	75%	Wholly FMV erotic fantasy. Utter tosh.
Psychic Force	1-2									21	73%	Unusual floating beat-'em-up. Nothing special.
Puyo Puyo Sun*	1-2	●			●					31	87%	Hugely addictive party fun!
Quarterback Club '96	1-8	●	●							04	80%	Yet again, who cares?
Raiden Project, The	1-2	●								01	68%	Dazzling, but ultimately weak shoot-'em-up.
Rage Racer	1	●					●			16	94%	Super fast, varied, playable racer. Get it now!
Raging Skies	1-2	●		●			●			12	73%	Adequate flight shoot-'em-up, but linkable!
Rally Cross*	1-4	●	●		●		●		●	19	89%	First class off-road antics. Two and four player!
Rampage World Tour	1-3		●							29	77%	Flawed in places, but enjoyable.
Rapid Racer	1-2	●			●		●		●	26	87%	Powerful and glossy, but repetitive...
Rapid Reload	1	●								01	71%	Cutesy side-on cartoon shoot-'em-up. Dated
Rascal	1	●							●	33	77%	Accomplished platformer, good for the kids!
Rayman	1	●								01	87%	Colourful platform game, now looking tired.
Ray Storm*	1-2									19	75%	Overwhelming two player space shoot-'em-up.
Ray Tracers	1	●								23	74%	Super fast *Chase HQ*-style racer. A bit basic.
Re-Loaded	1-2	●								17	61%	Actually worse than the original. Sloppy.
Rebel Assault 2*	1	●								18	60%	*Star Wars* shoot-'em-up. Boring and reptitive.
Reboot	1	●							●	33	68%	Easy on the eye, short-term fun.
Resident Evil	1	●								08	95%	Gothic horror adventure – recommended!

GROOVY GADGETS

ALL THE LATEST PSX ADD-ONS REVIEWED

PSX Steering Wheel With Rumble Force

Supplied by: Gamester LMP
Price: £69.99

Undoubtedly, one of the best aspects of any coin-op racing game is the force feed-back wheels that vibrate to convey the mighty purr of the imaginable engine, and although this new wheel vibrates, it doesn't have quite the same force feed-back, more's the pity.

This rumble wheel works by sending out vibrations through the steering column by responding to in-game sound effects, crashes, skids, bumps, jumps, you name it, this wheel will vibrate to it. It is also compatible with all PlayStation driving games (even *GT*). So now we know where we stand, how does it perform?

Although it is a shame that this wheel doesn't utilise the Dual Shock technology of rumbling when it's told, you can fiddle with the settings to ensure that it only rumbles to the most sensitive of sounds as opposed to constantly juddering like a tractor. It has all the familiar traits of the original PSX Steering Wheel (same feel, foot pedals...) and a fresher look. As an added bonus it doesn't even need batteries so you can happily vibrate away until the electric meter runs out. Definitely worth a look.

OVERALL: ★★★★★

Analogue Controller +

Supplied by: Joytech
Price: £24.99

The re-enforcements have been called to the third-party army of accessories hoping to invade the official Sony camp, and this new offering from European third-party peripheral leaders, Joytech (ChartTrack Peripherals Report: April 1998) is a reasonable line of attack.The look and feel of these pads is very similar to the Sony originals, the only significant difference is that the shoulder buttons aren't as good and make too much noise. This pad boasts 'dual jolt' technology which feels as exhilarating as ever and the only let down is the price, which is more than the official Sony Dual Shock.

OVERALL: ★★★★★

Sony Dual Shock Analogue Joypad

Supplied by: Sony
Price: £24.99

We like this. This is the proverbial pooch's posing pouch of joypads. Ever since we splashed out for one with our copy of Tekken 3, we've been hooked on using the Dual Shock, so much so that nothing else gets a look-in. Using it just feels so right, despite the fact that there aren't many games at present that support the rumble feature. The thumb controls are miles better than those on the previous Dual Analogue pad and the whole thing is slightly smaller and compact. The best joypad ever!

OVERALL: ★★★★★

GAME											ISSUE REVIEWED	SCORE	WE SAY...
Resident Evil: Director's Cut*	1	●									27	83%	Marginally better than *RE*, but dated.
Resident Evil 2*	1	●									32	**96%**	A truly spectacular sequel and utterly terrifying!
Return Fire	1-2	●				●					07	84%	Average 3DO split screen army romp.
Revolution X	1-2								●		08	40%	Dire Aerosmith mouse shoot-'em-up. Bad.
Ridge Racer	1	●						●			01	**93%**	Launch game, now looking very sad indeed
Ridge Racer Revolution	1-2	●			●			●			04	**90%**	A better game, with link-up and nicer cars.
Riot	1-2	●									18	72%	Moribund futuristic sports – like *Rollerball*.
Rise 2: Resurection	1-2	●									05	88%	Hideous robot beat-'em-up. A bad date.
Risk	1-4	●	●			●					29	35%	Boardgame – there's no contest.
Road Rage	1-2	●						●			17	24%	Detestable and trashy shoebox sim. Ugh!
Road Rash	1-2	●									05	75%	Dodgy visuals, but fast and fun. Now cheap.
Road Rash 3-D	1	●									36	76%	Disappointing sequel with no guts.
Robopit	1-2	●				●					12	55%	Abominable robot beat-'em-up.
Robotron X	1-2	●									15	85%	Classic gameplay, very fast, we prefer original.
Rock & Roll Racing 2	1-2	●						●			31	55%	Banal blaster with some two-player appeal.
Rockman Battle & Chase*	1-2	●				●					21	41%	Basic and unrewarding cartoon racer.
Rockman Dash*	1	●									31	80%	Enjoyable 3-D adventure. For smash get Dash!
Rosco McQueen	1	●								●	26	88%	You play with fire, you get this sizzling game!
Runabout*	1	●									20	77%	Highly playable racer, but way too short.
Salamander Deluxe Pack	1-2										25	74%	Aged, but enjoyable Eighties shoot-'em-up.
Sampras Extreme	1-4	●	●								09	**90%**	One of the best tennis games on PSX. Slick.
Samurai Showdown*	1-2	●									13	62%	Should be called *Samurai Slowdown!*
Sentient	1	●									19	84%	Absorbing and intelligent adventure. Bizarre.
Shadow Master	1	●								●	29	79%	Nice try, but lacks variety...
Shellshock	1	●									06	85%	Passable tank game, now looks basic.
ShockWave Assault	1	●									03	87%	Limited surface-based shoot-'em-up. Dull.
Side by Side Special*	1	●						●			30	63%	Uninspiring, run-of-the-mill racer
Sim City 2000	1	●					●				12	75%	A fantastic game. Not suited to the PSX.
Skeleton Warriors*	1										10	56%	Grotesque import beat-'em-up.
SkullMonkeys	1	●									31	83%	Pleasurable plasticine playability
Smash Court Tennis	1-4	●	●								16	86%	Supremely playable, addictive cartoon tennis.
Snow Racer	1-2	●				●					35	50%	Nice-looking, yet disappointing alpine racer.
Soccer '97	1-4	●	●								20	82%	UK teams version of *Olympic* – very playable!
Soul Blade*	1-2	●									17	**96%**	The best weapons-based beat-'em-up on PSX!
Soviet Strike	1	●									14	83%	Decent helicopter shoot-'em-up, rough looking.
Space Hulk	1	●									10	84%	Claustrophobic and intense 3DO strategy game.
Space Jam	1-6		●								21	39%	Pants cartoon basketball game, based on film
Spawn: The Eternal	1	●									34	49%	Dull and imaginative adventure from hell!
Speedster	1-2	●				●		●			20	80%	Overhead racer with okay handling, but slow.
Spider*	1	●									20	75%	'On rails' arachnid platformer. Can get boring.
Spot Goes to Hollywood*	1	●									20	72%	Uninspiring cartoon platform game. Yawn.
Stahlfeder*	1	●									06	65%	Old-style vertical shoot-'em-up – too easy.
Star Gladiator	1-2	●									16	88%	Competent beat-'em-up from Capcom.
Starblade Alpha	1	●									02	68%	Lots of blasting action, no control at all...
Starfighter 3000	1										08	85%	A decent stab at a sci-fi shooter/strategy.
Star Wars: Masters of Teras Kasi*	1-2	●									30	74%	A great licence, but somewhat wasted.
Starwinder	1	●									13	77%	Linear space-based racer. Lacks excitment.
Steel Harbinger	1	●									13	80%	Controlling a violent nympho isn't much fun.
Steel Reign	1-2	●				●				●	30	58%	One to rent, not to buy!
Street Fighter Alpha	1-2	●									07	**93%**	Classic 2-D beat-'em-up, now been replaced.
Street Fighter Collection	1-2	●									29	67%	Some stones are best left unturned!
Street Fighter Ex Plus	1-2	●									25	**91%**	It's absolutely EX-cellent!
Street Fighter: The Movie	1-2	●									01	35%	The original PLAY score was a misprint! Crap!
Street Fighter Zero 2*	1-2	●									12	**94%**	Simple, colourful graphics – total gameplay!
Street Racer	1-8	●	●			●					14	84%	Childish *Mario Kart* wannabe, good multi-player.
Strikepoint*	1-2	●				●					14	54%	Shoddy and unconvincing helicopter sim.
Striker '96	1-4	●	●								01	73%	Extremely playable, but now extremely dated.
Suikoden	1	●									16	80%	Endearing and lasting Manga RPG.
Super Puzzle Fighter 2*	1-2	●									18	**90%**	Fan-bloody-tastic Japanese puzzler!
Supersonic Racers	1-8	●	●								11	**91%**	Chaotic *Wacky Races*-style multi-player romp.
Swagman	1	●									21	82%	Proficient cutesy overhead cartoon adventure.
Syndicate Wars	1-4	●	●				●				22	85%	I love the smell of napalm in the morning!
Tail Of The Sun*	1	●									22	84%	Innovative caveman adventure. Badly presented.
Tekken	1-2	●									01	84%	Was the ultimate 3-D beat-'em-up, still decent.
Tekken 2*	1-2	●									07	**95%**	Ultimate 3-D beat-'em-up – essential purchase!
Tekken 3*	1-2	●								●	34	**97%**	Undoubtedly the greatest beat-'em-up around.
Tempest X3	1-2	●									16	86%	Ancient coin-op brought up-to-date. Good fun.
Tenchu*	1	●								●	35	78%	Great fun to play, but let down by graphical glitches.
Tennis Arena	1-4	●	●								28	84%	Slick, addictive and playable...
Ten Pin Ally	1-6										18	60%	Dismal and utterly pointless bowling sim.

COIN-OPS

Here are the Top Five arcade games we've been churning our hard-eared wages into this month...

TIME CRISIS 2

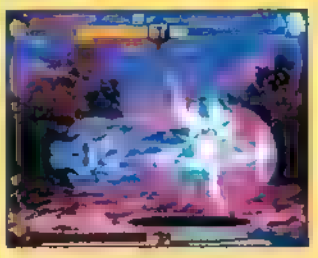
Better graphics, better locations, and now with two players. A dream come true!

LA RIDER

Caning it around the city of angels is still a lot more fun than being in the office! Feel that engine hum!

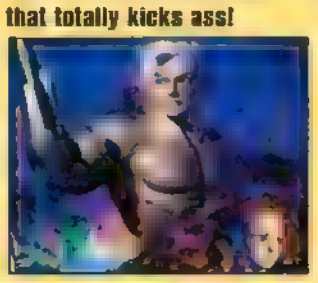
SF@3

Capcom kicks-ass with another corking 2-D fighting frenzy. Now with Honda!



EHRGEIZ

Namco and Square combine forces to bring us this formidable fighting game that totally kicks ass!



TOP SKATER

Appeal is starting to weaken now, but we still like grinding those benches!

LONG TERM

Casper

Length of test: 24 Months
Replay value: ★★★★★

Heaven knows what possessed us to pick up this game and play it again (who knows, maybe it was the spirit of Casper himself!), but we did and what an experience. This game is designed for a younger audience, and you gather this very quickly. As an RPG it severely lacks the depth of stuff like *FFVII* and *Vandal Hearts*, and relies more on finding things than heavy confrontations. It has dated badly but there is still an inkling of enjoyment to be had here if you look hard enough. No? Fair enough, RIP Casper me old mate!

TOCA Touring Car

Length of test: 10 Months
Replay value: ★★★★★

Now, this is a game close to our hearts. Even though we've STILL not had our boxed copies (listening Mr Eddy?) the office copy is closely guarded. Replaying the game recently, after spending many hours in the glorious company of *Colin McRae Rally*, the control that was once so hard to master now seemed rather primitive. The sound, weather and Artificial Intelligence are still totally outstanding, but the feel of the cars does pale next to *Colin McRae*, which uses an improved version of the *TOCA* engine. There's a decent challenge as the game's so punishing, but it's probably not worth getting if you've already got *CMR*.

GAME										ISSUE REVIEWED	SCORE	WE SAY...
Test Drive Off-Road	1-2	●			●					24	35%	A turkey! Tarnishes the *Test Drive* name.
Test Drive 4	1-2	●		●			●			28	86%	Enough to blow your gasket!
Tetris Plus	1-2	●								30	81%	Addictive, but antiquated puzzler.
Theme Hospital	1	●								32	88%	More fun than a hospital could ever be!
Theme Park	1	●								01	86%	Build your own Alton Towers – very in-depth.
Three Lions	1-2	●								35	80%	Very pretty, but sluggish to play. Not worth the hype!
Tiger Shark	1									23	62%	Decent water and aerial shoot-'em-up. Rough.
Time Commando	1									11	78%	Restrictive, but graphically impressive adventure.
Time Crisis*	1	●						●		24	90%	Stupendous light gun shooting action. Top.
Tobal No. 1*	1-2	●								12	94%	Cracking high res beat-'em-up with quest mode.
Tobal 2*	1-2	●					●		●	22	92%	Highly advanced sequel. More of everything!
Tokyo Highway Battle	1	●								20	73%	Great concept, let down by low overall speed.
Tomba	1	●								31	56%	Unrewarding, dated platformer/RPG.
Tomb Raider	1	●								14	94%	Superb Indiana Jones-style 3-D adventure.
Tomb Raider II	1	●							●	28	95%	A fine sequel that easily surpasses the first.
Top Gun: Fire at Will	1	●								09	76%	Lack-lustre combat flight sim based on the film.
Toshinden	1-2	●								01	76%	First *Tekken* rival, graphically fantastic. Dated
Toshinden 2*	1-2	●								05	74%	Far worse than the original. Avoid like plague.
Toshinden 3	1-2	●								25	78%	An average beat-'em-up. Nothing more.
Total Drivin'	1-4	●		●	●		●		●	26	84%	Thrilling racing with excellent variation.
Total Eclipse Turbo	1	●								02	69%	Poor third person shoot-'em-up. From 3DO.
Total NBA '96	1-8	●	●							05	94%	The best basketball game on PSX, until...
Total NBA '97	1-8	●	●							20	92%	The most advanced basketball game ever!
Total NBA '98	1-8	●	●						●	36	93%	So good it walks on water, the best bar none!
Touring Car Championship	1-2	●			●		●		●	27	92%	Really fast, really fun, really racing!
Transport Tycoon	1	●				●				24	78%	Absorbing strategy about transport networks.
Trash It	1-4	●	●							24	55%	Average hammer-based puzzle game.
Treasures of the Deep*	1	●							●	27	83%	Atmospheric underwater adventure.
True Pinball	1									05	65%	Highly overrated pinball tosh. No save game!
Tunnel B1	1-2	●								10	87%	Glitzy graphical showpiece. Short lived.
Twinbee Deluxe Pack*	1-2	●								02	65%	Vivid Japanese cartoon shoot-'em-up. Naff.
Twisted Metal	1-2	●			●					02	78%	Visually scrappy, but paved the path for...
Twisted Metal 2 (World Tour)*	1-2				●					16	88%	Remarkably compelling two player blast-a-thon!
V-Ball Beach Volley Heroes	1-2	●								35	30%	A game that won't let you play it!
Vandal-Hearts*	1	●								22	81%	Very Japanese fantasy strategy RPG. Bloody.
Victory Boxing	1-2	●								13	90%	Fast and smooth rendition of the 'sport.'
Viewpoint	1	●								02	74%	Glossy isometric shoot-'em-up. Bad slowdown.
Vigilante 8	1-2	●			●				●	36	94%	Big guns, huge explosions, gigantic appeal!
Virtual Golf	1-4	●								09	61%	Drab golf sim, *Actua Golf 2* is much better.
Virtual Pool	1-2	●				●				17	68%	Great PC game, awkward and slow on PSX.
VMX Racing	1-2	●			●					35	45%	Dodgy-looking and , frankly, unplayable racer,
V-Rally	1-4	●			●		●			23	87%	Fast and accurate rally sim with great split screen.
VR Baseball '97	1-2	●								23	80%	Excellent and comprehensive sim of the sport.
Vs	1-2	●								36	72%	Slick, but simplistic street fighting.
V-Tennis	1-2	●								21	75%	Bland tennis game. Get *Sampras* or *Smash Court*.
Warcraft 2: The Dark Saga	1	●								24	86%	Utterly compelling medieval strategy fest!
Warhammer: SOTHR	1	●								14	82%	Unbelievably complex, but rewarding war game.
Warhawk	1	●								03	68%	Distinctly adverage helicopter shoot-'em-up.
WCW Nitro	1-2	●								35	80%	The best wrestling game on the PlayStation.
WCW Vs The World	1-2	●								24	79%	Best wrestling game on PSX, until the next one.
Wild Arms*	1	●								24	85%	Hugely enjoyable RPG with serious challenge.
Williams' Arcade's Greatest	1-2	●								08	84%	Decent retro pack. Best: *Robotron*, *Defender*.
Wing Commander III	1	●								06	82%	Expensive space opera, involving plot.
Wing Commander IV	1	●								22	67%	Even more costly, but minus originality.
Wing Over	1-2	●		●			●			27	50%	Dated airborne shoot-'em-up.
Wipeout	1-2	●		●						01	89%	A state-of-the-art pop culture racer. Now weary.
Wipeout 2097	1-2	●		●			●			13	93%	Far better than *Wipeout* – a stunning game.
World Cup '98	1-8	●	●						●	36	86%	A superbly atmospheric football game.
World Cup Golf	1-8	●								05	71%	Wholly rendered golf sim. Better than average.
World League Soccer	1-4	●							●	35	90%	Plays the opposition off the field. The best!
Worms	1-4	●								01	92%	Crap looking, but oh-so playable in multi-player.
Wreckin' Crew	1-2	●			●				●	36	83%	Addictive tongue-in-cheek racing game.
Wrestlemania	1-4	●	●							01	74%	Wrestling – not a real sport. Game sucks
X2	1-2									15	77%	Amazing looking shoot-'em-up, but too hard!
X-Com: Enemy Unknown	1	●				●				06	82%	Compelling turn based strategy adventure.
X-Com: Terror from the Deep	1	●				●				15	88%	Deeply involving underwater strategy game.
X-Men Vs Street Fighter*	1-2	●								34	82%	Flashy and vibrant, but the Saturn wins this time'
Xevious 3D/G*	1-2	●								23	72%	Collection of every *Xevious* game. Not bad.
Yusha	1-2	●								30	60%	Nice-looking, but dated in gameplay.
Z	1-2	●		●		●				29	85%	Hard as hell, but intensely rewarding.
Zeitgeist*	1	●								01	51%	Incredibly slow shoot-'em-up. Worthless

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